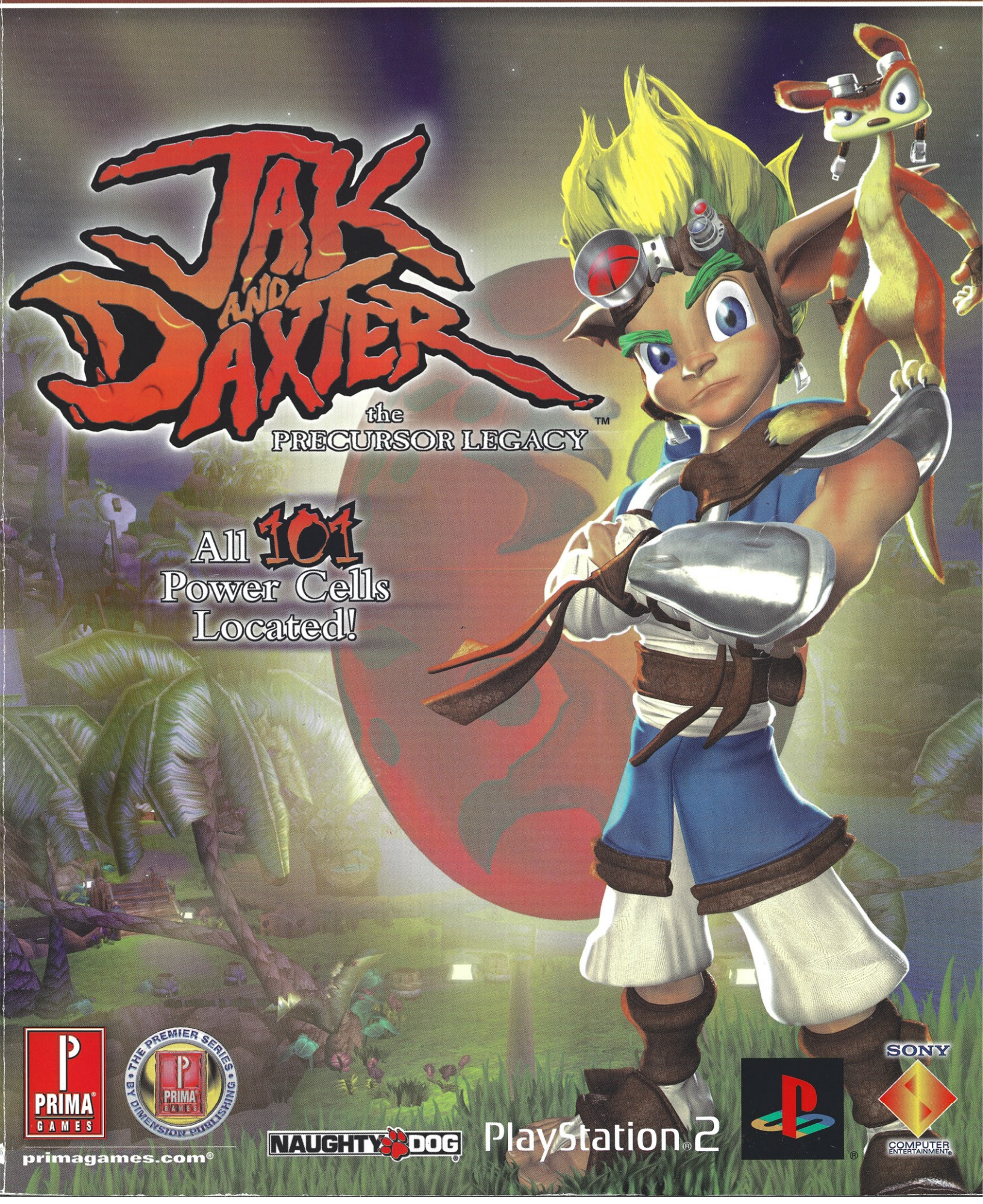
PRIMA'S OFFICIAL STRATEGY GUIDE



PRIMA GAMES

THE PREMIER SERIES BY DIMENSION PUBLISHING

primagames.com®

NAUGHTY DOG

PlayStation 2

SONY COMPUTER ENTERTAINMENT

Jak and Daxter the Precursor Legacy™

Prima's Official Strategy Guide

Prima Publishing
3000 Lava Ridge Court
Roseville, CA 95661
WWW.PRIMAGAMES.COM

The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

© 2001 by Prima Games. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Games. Prima Games is a division of Random House, Inc.

™ is a trademark of Dimension Publishing, Inc.

Author: Daxter, with Dave Winding
Design and Layout: Tim Lindquist

The Precursor Legacy is a trademark of Sony Computer Entertainment America Inc. Created and developed by Naughty Dog, Inc. © 2001 Sony Computer Entertainment America Inc.

Special Thanks: Andy Gavin, Jason Rubin, Evan Wells, Dan Arey, Bob Rafei, Eric Iwasaki, Reuben Shah and the rest of the Naughty Dogs. Grady Hunt, Sam Thompson, Greg Phillips, Connie Booth, Shelley Ashitomi, Ami Blaire, and Michelle Manahan.

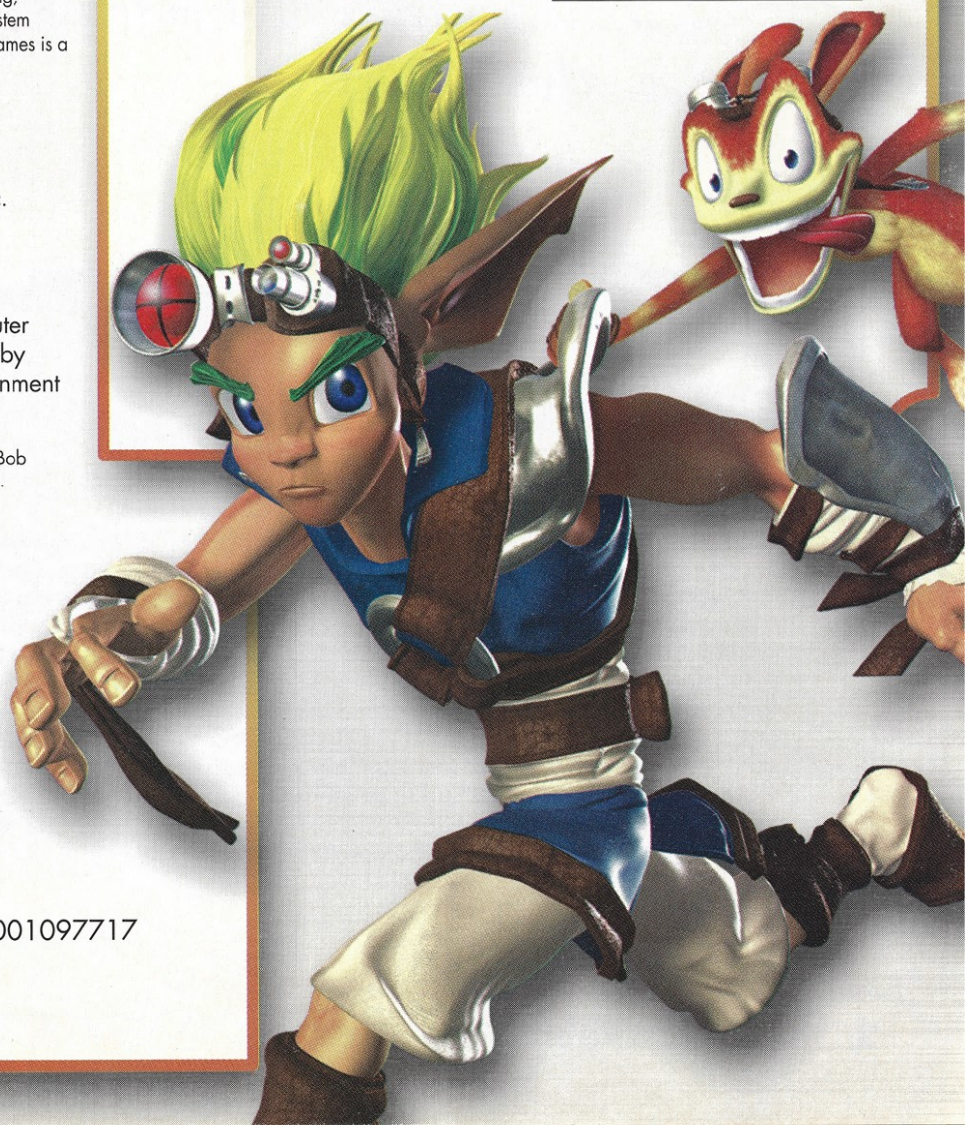
Important:
Prima Publishing has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 0-7615-3689-2
Library of Congress Catalog Card Number: 2001097717
Printed in the United States of America

01 02 03 KK 10 9 8 7 6 5 4 3 2 1

Table of Contents

Getting Started ____ 2
Geyser Rock ____ 7
Sandover Village ____ 13
The Forbidden Jungle ____ 21
Sentinel Beach ____ 31
Misty Island ____ 41
Fire Canyon ____ 51
Rock Village ____ 55
The Precursor Basin ____ 61
Boggy Swamp ____ 71
Lost Precursor City ____ 81
Mountain Pass ____ 91
Volcanic Crater ____ 97
Spider Cave ____ 103
Snowy Mountain ____ 113
Lava Tube ____ 123
Gol and Maia's Citadel ____ 127



Ode to Dark Eco

by Daxter

Oh, Dark Eco – why hast thou trashed me? Misty Island, a pool of black sludge, my good looks – they are all but a memory to me now. To Ottsel or not to Ottsel? That is the question. Whether 'tis nobler to simply accept my fate and future – one in which I will have a real hard time with the babes – or to take arms against those responsible for my Ottsel-ness, THAT is the question.

Or, better yet – do I recruit my buddy Jak and some other poor sucker (insert your name here) to do the job for me?

Yeah... THAT's the ticket!

Daxter
12/11/01

HOW TO HELP JAK CHANGE DAXTER (THAT'S ME) BACK TO 'NORMAL'

Look, I am the victim here, OK? Sure, we have this big adventure ahead of us — the power of Dark Eco, save the Sages, save the world — yada, yada, yada. But, let's try to remain focused, shall we? I, in my current state, am an Ottsel (some might say "weasel" — but let's not open THAT wound, shall we?). I don't wish to remain an Ottsel. In fact, I'd like to pursue all avenues available to us to insure that I will cease to be an Ottsel. In order for this to happen, YOU have to do YOUR job. Jak and I can't handle this adventure alone — we need your skills, your expertise, your INPUT. So, grab your DUAL SHOCK®2 analog controller and get ready for some serious "adventuring". In order to beat back Gol and Maia — and their Lurker minions (I HATE Lurkers!), there are a few things you'll need to know. I'll cover the basics for you right now, and we'll get into specifics as we begin searching for Power Cells.

THE MOVES

Hey, if you're going to help me get out of this crazy Ottsel body, there are a few things that you need to know. Jak has some skills, see — and he is counting on you to take advantage of them — so am I! Of course, they're not ALL his moves. For example; Who do you think he's swinging around in that Spin Attack of his? I can assure you that it's not a rubber chicken. That's right — it takes the wrath of Daxter to put a charge into Lurker hide! Check out all of the stuff you can do:

JUMP ⊗

Ah, nothing gets you from a lower spot to a higher one quite like your basic Jump. Did you know that if you jump up to a cliff edge that you can reach, that Jak will grab onto it? Yep, all it takes is another quick tap of the ⊗ button to pull us all up to safety.

SPIN ATTACK ○

Lurkers... They're everywhere — and DANGEROUS. I believe that the Spin Attack is, pound for pound, your best offensive move. Of course, with yours truly as the primary weapon, things are bound to go in our favor. Simply hit the ○ button when a Lurker is in close proximity and you'll turn 'em into Green Eco. Oh, one more thing — some Lurkers will require more than one Spin Attack to go Eco. I'll make sure to point them out as we see 'em.

CHARGE ATTACK □

Yeah — this move is full power. You will find that there are Lurkers that simply won't respond to the Spin Attack. Most of the time, the Charge Attack will take care of business. While it's a little more risky along the edge of a cliff, it can mash those Lurkers like one tenderizes a Yakow steak! If you hit the □ button, Jak will lower his shoulder and we can lower the BOOM!

FIRST-PERSON CAMERA △

The thing is, if you move through all the areas of our world too quickly, you are going to miss a lot of good stuff. By hitting the △ button, you can see things through Jak's eyes and get a first-person look around the world. If Jak is channeling Yellow Eco, you can shoot energy blasts at Lurkers and those hard-to-open steel crates that seem to be everywhere. By moving the Left or Right Analog Stick(s) around, you can view the area in 360 degrees.

JUMP + DIVE ATTACK ⊗, □

This move is just sooo sweeet! There are Lurkers among us that will not respond to a Spin Attack; they will not quiver at a Charge Attack — they can only be subdued by Jumping in the air, then Diving directly at them. I recall that there were some crustaceans around Sentinel Beach that were a real pain in the tail — Jak was telling me that this was the move that could take care of them.

DOUBLE JUMP ⊗, ⊗

Sure, Jumping is your bread and butter move; I know this, Jak knows this — the designers that worked on our game know this. But, it pales in comparison to the goodness that is the "Double Jump". See, what happens is — you Jump (the ⊗ button). THEN, you Jump again (the ⊗ button)... See how it works? I'll just bet that you can reach a few higher areas in our world with this one — whadja think?

JUMP + SPIN ATTACK ⊗, ○

As you move through our world, you are going to find that there are Lurkers that need a knock on the head before you can go to the body — or, Lurkers that travel on the buddy system — "Chicken Fight" style. These buggers will require that you rise to the occasion. First, you've got to go for the high shot — this is just what the Jump and Spin Attack accomplishes.

DOUBLE JUMP + SPIN ATTACK ⊗, ⊗, ○

There will be times when a Double Jump just ain't going to cut it — you need that extra little "oomph" to get you to that next platform or plot of land — that's where this move comes in. With it, Jak becomes sort of like a helicopter as he leaps from one area to the next — just make sure that we don't drop like a stone — If Jak hits the ground hard, with me riding high on his shoulder — we're talkin' atomic wedgie here!

SWIMMING □ in deep water to dive. On surface, use the Left Analog Stick.

While using the left Analog Stick to move, hold the □ button (after Diving) to swim underwater.
Swimming is good, swimming is fun — I used to love to swim — until I took that bath in Dark Eco! While Jak could stay underwater forever, the essence of Ottsel has taken some of my lung capacity away and I need to come up for air on occasion. So, you may notice that we have to surface from time to time. It's OK — just relax and enjoy our warm waters off the coast. You may also want to investigate along the coast and around waterfalls for Precursor Orbs — you never know where you'll find 'em.

UPPERCUT □, ⊗ while charging.

Jak really can't do more damage than with his Uppercut. He has been known to knock huge wood pilings, buried deep in the ceilings of caves along Sentinel Beach, back up to the surface, and actually make use of them to get up to previously unreachable areas. Of course, there is delicate timing involved in correctly executing this maneuver — and that's where you come in.

SHOOTING □ while channeling Yellow Eco.

I've been told that the Lurkers that inhabit Boggy Swamp are particularly nasty — specially the flying ones. But, there is this stuff called "Yellow Eco" that will allow Jak to shoot energy balls at the bad guys. In addition, all of those steel crates that seem like they can't be opened, crack like an egg when you hit 'em with this stuff. If you want to know more about Eco, I've got something to say about that.

CRAWLING L1 or R1 + Left Analog Stick

If you want to SLOWLY move around a particularly dangerous area, this is the move for you. While holding down the L1 button or the R1 button, use the Left Analog Stick to crawl in any direction.

SOMERSAULT Left Analog Stick + L1 or R1

If you are already running around, you can perform a Somersault by hitting the L1 button or the R1 button while moving with the Left Analog Stick. You can't attack with it, or break anything open, but it's cool to look at!

POWER PUNCH L1 or R1 + □

This move can be executed while you are in a ducking position, but not crawling (hold the L1 button or the R1 button). It allows you to deliver a Power Punch — straight up in the air at higher enemies and objects.

HIGH JUMP L1 or R1 + ⊗

The High Jump is also executed from the ducking position (hold the L1 button or the R1 button), by hitting the Jump (the ⊗ button) button while in that position. This will allow you to Jump higher than normal.

Note: Variations of the Jump and Dive and Jump and Spin Attacks can be executed after performing a High Jump — simply by hitting the appropriate button the □ button or the ○ button.

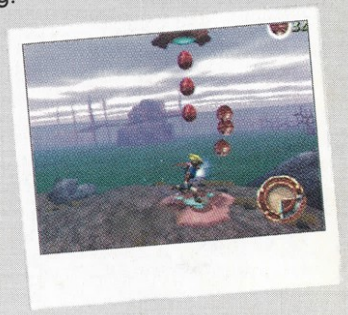
THE HORIZONTAL LAUNCH L1, ⊗ while running

Want to cover a great distance in the shortest amount of time? The Horizontal Launch is the answer to that question. In addition, it is a great move to take advantage of when trying to clear vast pools of Dark Eco.

CAMERA CONTROL Right Analog Stick

When I travel, I move fast. If you do the same, you might want to check out the Right Analog Stick. By manipulating this little baby, you can move your viewpoint closer to me and Jak, further away — or around us in 360 glorious degrees of what I like to call "Daxtervision" — oh, yeah. And, you can do it while moving!

Eco



Eco — you either love it or hate it. I, having been Ottsel-ized by Eco of the "Dark" variety, can't stand the stuff. However, Samos Hagai, the Green Sage has told us that there is actually "good" Eco that will help us on our quest. Should you come across some of it (and you just know you will), here is what it does:

GREEN ECO

You and I are in the same boat — we need Jak to stay in tip-top shape if I'm going to become my former handsome self, and if you are going to beat this game. Green Eco is the key to his health. You might notice a large green heart in the upper-left corner of the screen — this is your health meter. It is broken into three sections. Each time Jak takes a hit, one of these sections will be used up. If you lose all three, Jak takes a short nap and you have to begin at the last checkpoint.

The good news is that there are chests containing Small Green Eco all over the place and, each time you defeat a Lurker, it will release Green Eco. Collect 50 Small Green Eco to fill one section of the heart. In addition, you will occasionally find a Large Green Eco — it only takes one Large Green Eco to fill one section of Jak's heart meter. One more thing: Even when Jak's heart meter is full, you can still collect Green Eco. Yep — you can store one Large Green Eco, or 50 Small Green Eco — effectively giving you four hits before Jak's heart meter is on "empty".

BLUE ECO

Blue Eco contains the energy of motion — it allows Jak to run fast, activate devices and doors, and break open chests and crates when we get near them. You will find Blue Eco lying around in different areas of our world, and in Blue Eco Vents. It is usually tied to some timer-based puzzle that needs to be solved in the area. Once Jak has run through some Blue Eco and is "channeling" it (Samos — always right there with the $5 word), a Blue Eco Meter will appear on screen (bottom-right corner) and begin counting down. You must reach the next Blue Eco source, or the object you are trying to activate (Precursor Orb Cache, Precursor Door, Precursor Launcher, Blue Eco Platform) before the meter runs out. With each subsequent source of Blue Eco that you find while the Blue Eco Meter is still active, the time left on the meter will increase. (Running through a Blue Eco Vent will fully charge your Blue Eco

Meter.) If you don't reach the object that you are trying to activate before the Blue Eco Meter runs out, you will have to try again (all Blue Eco will reappear after a short period of time).
In addition, Blue Eco comes in handy when you are piloting the A-Grav Zoomer, by giving the machine a quick speed boost. It will also serve as a "magnet" of sorts — allowing you to collect hard-to-reach Precursor Orbs.

RED ECO

Red Eco gives Jak a temporary power boost in his attacks. Lurkers that would normally require multiple hits before going down to defeat will fall after one blow while Jak is under the effects of Red Eco. Like Blue Eco, Red Eco is timer-based and you must continue to find it to keep the power boost activated. In addition, there are certain switches that we will find in our travels that will only respond to Red Eco.

YELLOW ECO

Yellow Eco allows Jak to shoot balls of energy at Lurkers and crates. It really comes in handy for breaking steel crates and destroying Dark Eco crates. Yellow Eco, like Blue and Red, is on a timer, so you have to keep finding it to keep the meter running. Yellow Eco can also be fired from the first-person perspective — this view comes in handy when facing Lurker bats.

DARK ECO

I really was hoping that I wouldn't have to explain this to you — but I will anyway. Dark Eco can be found all over the place, in pools and in crates. It is particularly prevalent on Misty Island — the place where I got Ottsel-ized. While running around or on the Zoomer, STAY AWAY FROM DARK ECO! It hurts me, it hurts Jak, and it will hurt your chances of beating this game.

SAMOS AND KEIRA

SAMOS HAGAI

Samos is a know-it-all with a big mouth. He thinks that, just because he's the "Green Sage", he can tell Jak and me what to do. He makes US take the risks, while he sits back and "masterminds" our strategy for finding the three other Sages (Blue, Red and Yellow), and the Power Cells we need to get to them. The worst part is that, every time we get to a new area, he makes us activate a portal so that he can warp to the new village — just so he can cap on me all over again! I really don't like this guy — why, if I weren't an Ottsel, I'd show him who was boss. But, I guess you'll need to talk with him — there's like a snowball's chance in Fire Canyon that he might give you some information that is actually USEFUL.

KEIRA

Now, Keira is an entirely different subject — smart, beautiful and TOTALLY in love with me. I'm serious — the chick digs me — well, Dug me — until I went rodent. She is really good about making Jak feel like he is important, while knowing that I am truly the brains of the operation. That's just the kind of person that she is — works on the A-Grav Zoomer, Heat Shields, etc. — and all that she asks in return is that we get her the Power Cells that she needs to make the various machines work that we come across in our adventure. Downside? Yeah, she's Samos' daughter and she like really goes down for this "hero" business — and I think she's got her eye on Jak. I figure that, if you and Jak listen to me, you'll be able to figure this whole enchilada out, I'll be a hero, and I will score a little private time with Keira on the back of the Zoomer — whadaya say?

POWER CELLS

Power Cells — everybody's got 'em but us. Keira needs them to help run the machines that will allow us to penetrate deeper into our world and the only way(s) we get them is by talking to people, solving puzzles, smacking Lurkers and looking in obscure places. Oh, yeah — and by finding Precursor Orbs that we can trade to villagers for more PC's. Make sure you check my notes on each area of our world — they will let you know how many Power Cells we need to make it into that area. In the end, it's all about the Power Cells — without 'em, I ain't ever gonna see the other side of rodent.

PRECURSOR ORBS

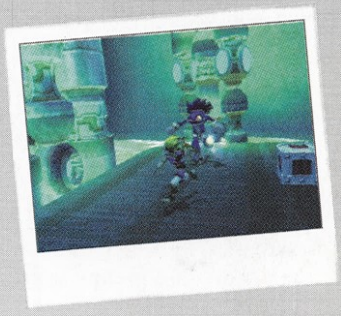
In order to make all of this "adventuring" turn out like we all want it to (Daxter not an Ottsel, world saved), we all know that we need Power Cells, right? Sure, but many of these Power Cells will only become ours if we have enough Precursor Orbs in our possession. Why? Well, it seems that a number of the villagers in our world own Power Cells, and are a little on the greedy side — particularly that windbag mayor in Sandover Village. It simply isn't enough for them to know that we are trying to save the world — they want to save moles, or win money that they lost on a bet. Heck, even Jak's uncle gets in on the grift — he wants to hold us up for 90 Precursor Orbs so that he can go on VACATION! Yeah, that's great, old man — you sail the seven seas while I try TO STOP BEING AN OTTSEL! But, if you keep

an eye our for these egg-shaped goodies, we should have enough to satisfy these whining villagers AND the Oracles that appear in every village. Don't know about these? Oh, you'll love this — for 120 Orbs, they will give us a Power Cell and, occasionally, some "advice". Yeah, advice... useful. I swear that it's just Samos inside of those Oracles — using his "scary" voice.

A-GRAV ZOOMER

There are a number of areas in our world that can only be reached via Keira's A-Grav Zoomer — a hovercraft that Jak is trained on and that Keira and I have full confidence you can co-pilot. Keira, how I long for the soft touch of your... Sorry, I, uh, lost my focus... OK, so the Zoomer; The Zoomer is a sweet ride that allows us to cross over hot lava in Fire Canyon and the Lava Tube, fly above the water on Misty Island, and navigate the ridges of the Mountain Pass. In addition, it comes in real handy in the Precursor Basin. You can Jump while on the Zoomer (the R1 or L1 button as you come to the edge of a cliff). The longer you hold the R1 or L1 button, the longer you will stay in the air. The Zoomer can also be powered-up with Blue Eco — giving it short bursts of speed. It is, without question, one of Keira's finest inventions — if she can just get that Heat Shield powered-up so we can cross the hot spots. If you need to make a hard turn, hold down the L2 or R2 button.

LURKERS



If you do nothing else, I would appreciate it if you could kick some Lurker butt! As you may have heard, THEY are the nefarious no-gooders that were responsible for me falling in the Dark stuff while Jak and I were goofin' on Misty Island — they are also responsible for a lot of the chaos that has spread across our world. These Lurkers — they are ALL bad, and they come in different sizes and shapes. There are purple Lurkers, fish Lurkers, rat Lurkers, bat Lurkers — all sorts. — some of them even have little buddies that ride along on their shoulders. As we move through the "adventure", I will make sure to point out the different ones to you. If you listen closely (and you know that you should), I might even give you a hint or three on how to defeat all types of these nasties. Remember; Every time you defeat a Lurker, it will release a certain amount of Green Eco. In some areas, you might even find a few that will release Red or Yellow Eco.

SCOUT FLIES

Keira has sent 7 of these little babies to each area in our world to look for Power Cells. Unfortunately, those stupid Lurkers have crated them all up. If you can help Jak and me break open all 7 Scout Fly crates in an area, there's a Power Cell in it for us. But, you can't break these crates just by Spinning or Charging 'em — you have to use the Jump and Dive Attack to set them free (or Blue, Red or Yellow Eco).

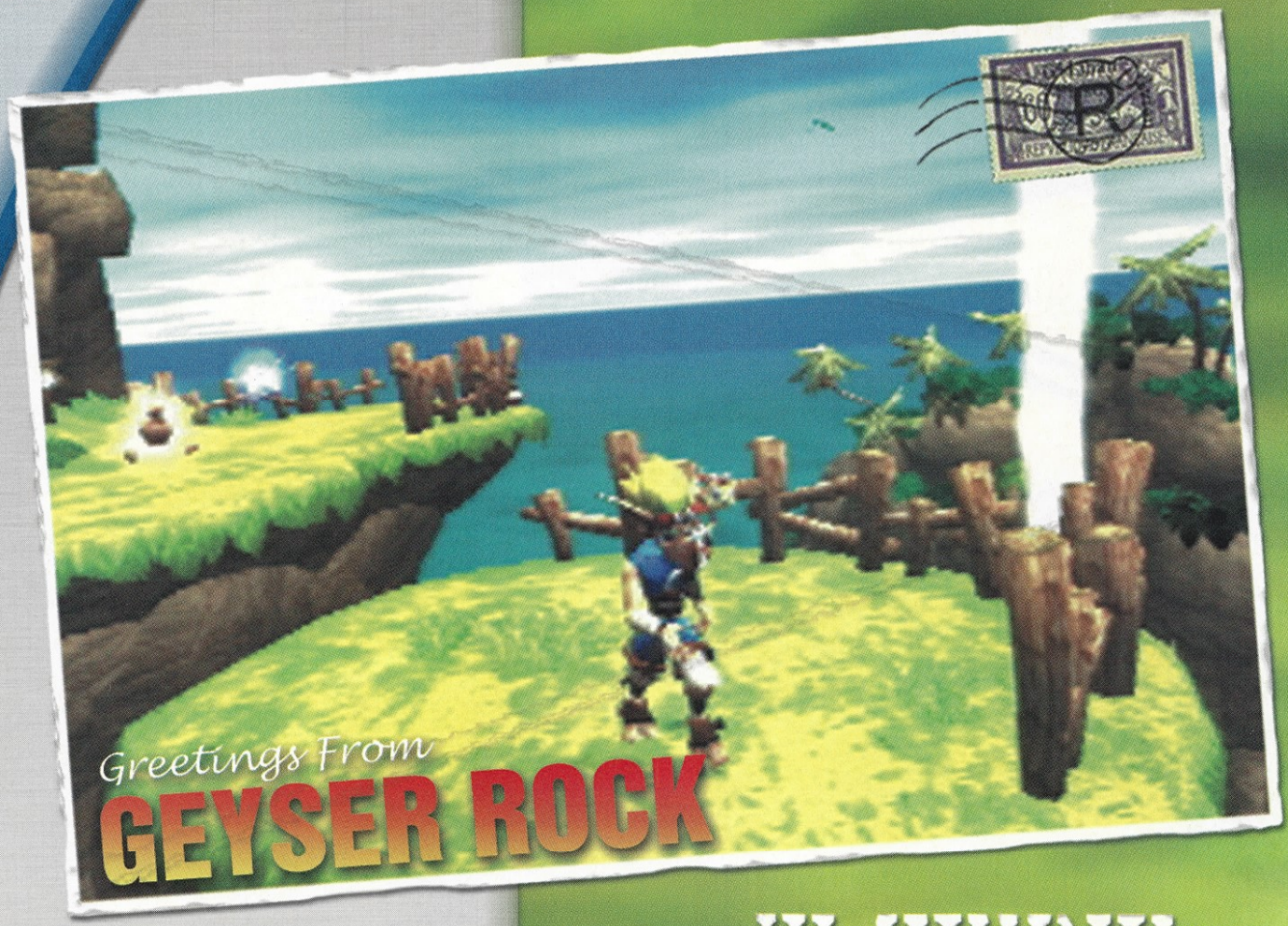
VILLAGERS

While we are "adventuring", we are going to run into all sorts of folks — make sure you talk to every one of them. Some will want us to do favors for them, some will have a Power Cell that they are willing to part with (usually in exchange for some Precursor Orbs), some are ugly and some are obnoxious. I tell you — there's even a guy in Boggy Swamp who is unfamiliar with the word "bathtub". You will want to make sure you plug your nose while "adventuring" through this area. (Obviously, you are going to have both hands wrapped around your DUAL SHOCK®2 analog controller, so have a friend hold it.) You want to make sure that we talk to EVERY villager that we come across in Sandover Village, Rock Village and in the Volcanic Crater (those crazy miners — they've got quite a stash!).

Well, that's about it — you should be ready to help us. Just to make sure, however, I think you should join Jak and me for a little training at Geyser Rock. While we will only scratch the surface of what we can do in this area, Samos is making Jak and me do it — so why should you be left out of the pain? One last thing — remember; Priority #1 — make Daxter look good. Priority #2 — save the world form the horrors of Dark Eco. Let's move out...

GEYSER ROCK

Jak my boy,
I hope this comes in handy on your quest.
Good Luck!
Your Uncle
JAK AND DAXTER
the PRECURSOR LEGACY
Note to self:
Our training
grounds



SAGE ADVICE

Requirements for Entry:

NONE

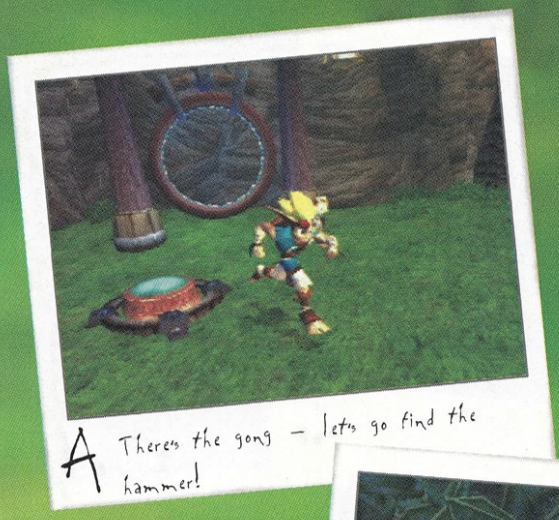
PRECURSOR ORBS: 50

POWER CELLS: 4

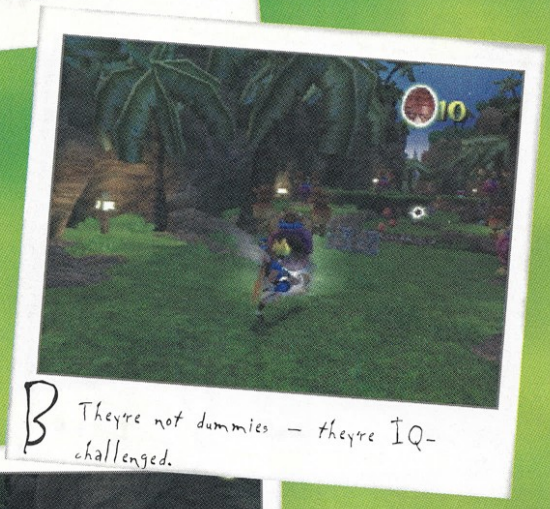
1. Find The Cell On The Path
2. Free 7 Scout Flies
3. Open The Precursor Door
4. Climb Up The Cliff

OK rookie – we need to go over a few ground rules before Jak and I can let you join us in our adventures. Jak and I have the moves, and we need to make sure that you understand them. Knowledge is power, and power is dangerous in the wrong hands. Just as Samos believes that Jak and I need training before we can venture forth, I think you can use a few pointers as well. Let's take a look around the Geyser Rock area so that you can get a feel for what Jak and I can do – and for what we are going to be up against. Pay attention – I don't plan on letting you make me look even worse than I already do!

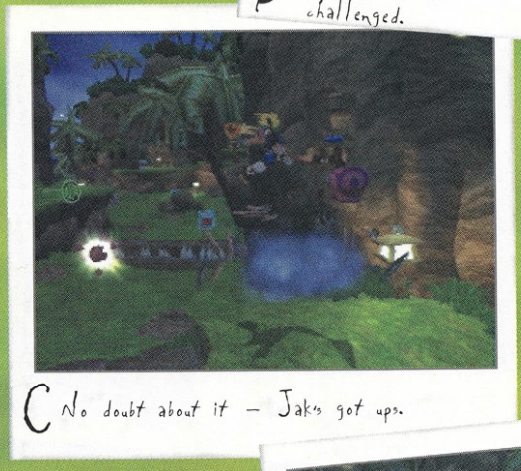
FIND THE CELL ON THE PATH 1



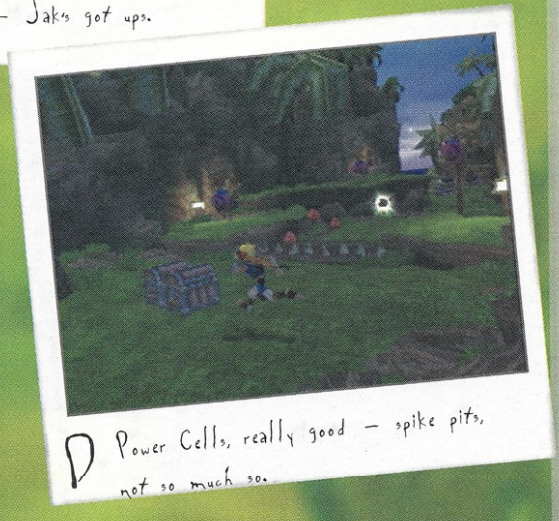
A There's the gong – let's go find the hammer!



B They're not dummies – they're IQ-challenged.



C No doubt about it – Jak's got ups.



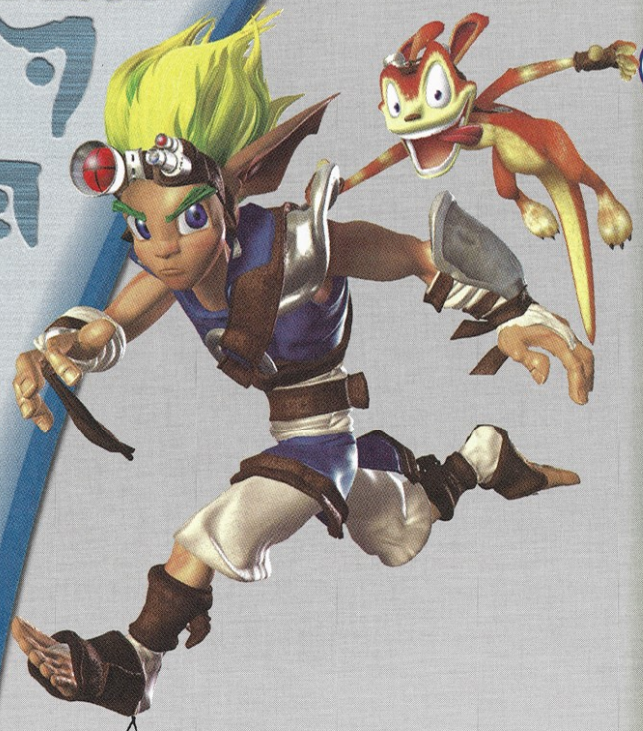
D Power Cells, really good – spike pits, not so much so.

A When we begin to explore Geyser Rock, you will notice a blue Warp Gate to our right. We can't activate it to get back to Sandover Village until we collect all four Power Cells in the Geyser Rock area.

B These dummies exist so that we might try out some of Jak's combat skills.

C This tall dummy can be taken care of by executing a Jump-Spin Attack — the ⊗ button, followed by the ◎ button.

D Here we go... The first Power Cell. It's time to lay claim to it!



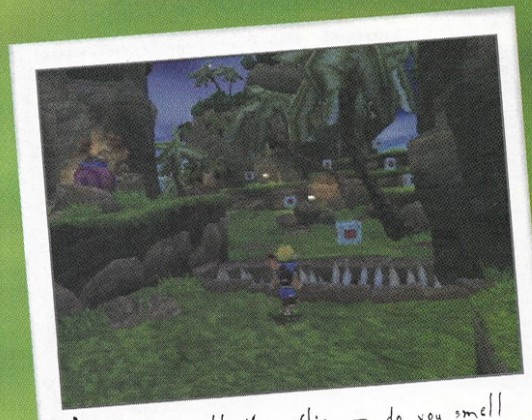
FREE 7 SCOUT FLIES 2

A After we snag our first Power Cell, we are going to spy a bunch of red wood and steel crates in the next area. Inside each one, we will find a Scout Fly.

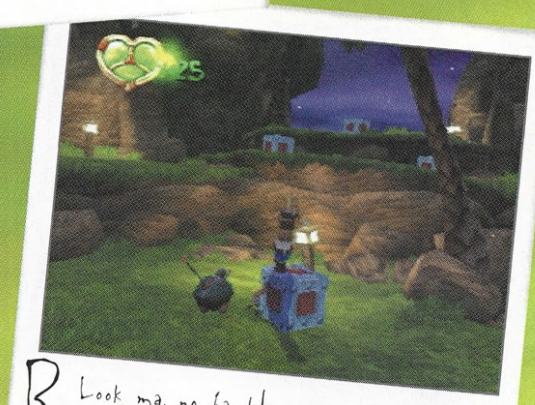
B These Scout Fly crates will appear throughout the game. Each area will feature 7 that we must find in order to obtain a Power Cell. They can only be broken with a Jump-Dive Attack.

C We will find all seven Scout Fly crates in this immediate area, as we make our way up the steps on the right.

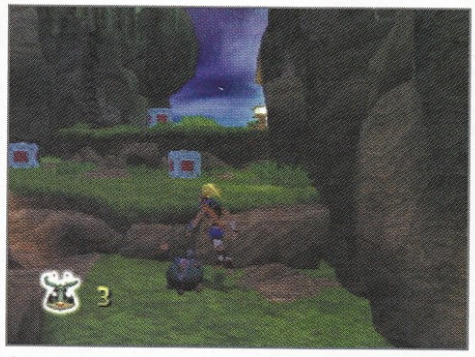
D Of course, all this Scout Fly collecting wouldn't have been worth it if we weren't going to get a Power Cell in return.



A Look at all those flies – do you smell something?



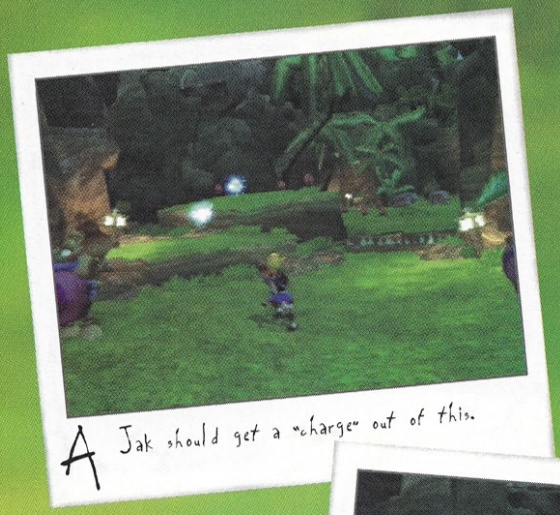
B Look ma, no hands!



C You'd think those Lurkers would have hid 'em better.

D Collect all 7 for a Power Cell.

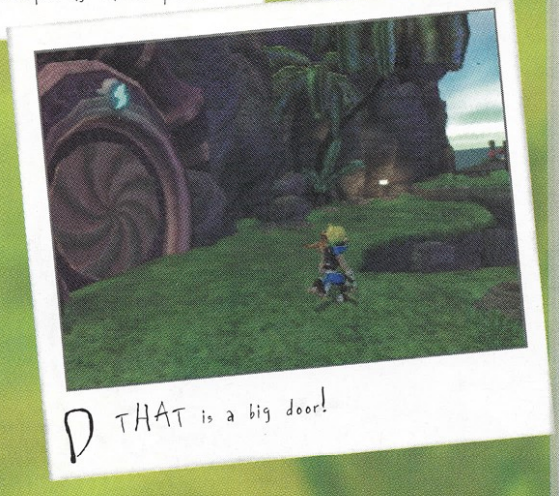
OPEN THE PRECURSOR DOOR 3



A Jak should get a "charge" out of this.

B Notice how Orbs are attracted to the blue stuff.

C And, how it breaks everything in its path.



D THAT is a big door!

A In the process of obtaining this next Power Cell, we are going to learn a little something about Blue Eco. If you look around to the left of where you snagged the Scout Fly Power Cell, you will notice a couple of floating blue spheres emitting electrical current. This is Blue Eco. Any time that you see these spheres in the game, they are associated with timer-based puzzles, or are used for speed boosts when riding the A-Grav Zoomer. Let's get moving and run through the first two.

B You will notice that, once we do this, a meter will appear in the lower right corner of the screen. It will immediately begin ticking down. Our goal is to have Jak run through the next Blue Eco ball before the meter is spent. You will also notice that the power of Blue Eco allows Jak to magnetically attract objects in the immediate vicinity, as well as break through chests and crates that might otherwise be unbreakable (we will come across this feature a little later in the game).

C After we have run through the first two Blue Eco, drop down to the beach area below (where the geyser is blowing its top). Down here, we will find more Blue Eco, some chests, and a few Orbs. Collect them all, then head up the cliff steps and continue back up the cliff. Keep moving up the path to the left, using the power of Blue Eco to smash health chests and snag Precursor Orbs along the way.

D At the top of the path, we will find a Precursor Door. If Jak is still channeling the power of Blue Eco, the door will open. If his Blue Eco has run out, we can try out the nifty Blue Eco Vent that will completely fill Jak's meter — at the end of the wood deck that is just past the Precursor Door. It will give Jak enough channeling power to activate the door. With the door open, the Power Cell is easy pickings!

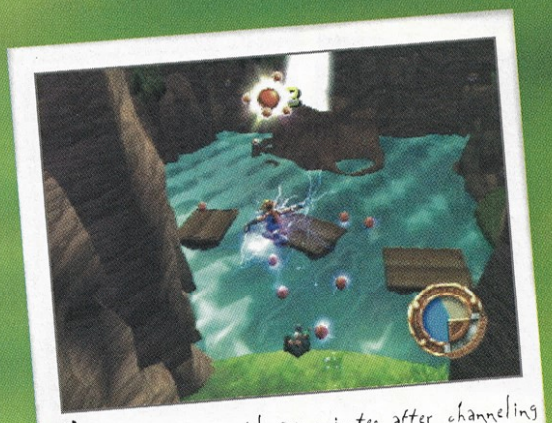
CLIMB UP THE CLIFF 4

A In the area on the other side of the Precursor Door, we are going to find a beautiful water environment — loaded with Orbs. In this area, we can start to get familiar with Jak's ability to Swim, Dive under water and to jump out of it. Once we've collected all of the Orbs in the water area, find the shiny metal pillars and we will make our way up them.

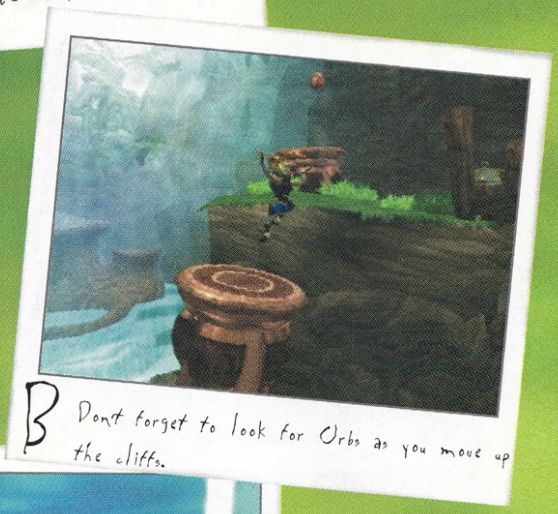
B At the top, we will find three Orbs above the final pillar. Execute a Double Jump to collect all three. Then, cross the bridges and we can continue to work our way up the cliff. (If Jak grabs the edge of a cliff while jumping to it, simply hit the ✕ button again to pull us up.)

C At the top, we will find a bluff that is home to a ball of Blue Eco and a Power Cell. Once we obtain the Power Cell, have Jak run through the Blue Eco, then jump on to the Blue Eco Platform at the edge of the cliff. If Jak is channeling Blue Eco, it will receive a jolt of power and become active. Ride the Blue Eco Platform down and you will find yourself back at the Warp gate.

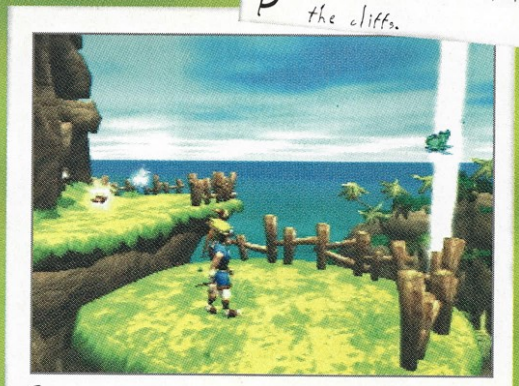
D Now that we have all four Power Cells from the Geyser Rock Area, we will be able to use the Teleport Gate to return to the Green Sage in Sandover Village.



A Don't swim until 20 minutes after channeling Blue Eco.



B Don't forget to look for Orbs as you move up the cliffs.



C Ahhh... I should have gone before we left!

D Do you know what this steam does to my fur?

SANDOVER VILLAGE

Exotic Paradise

SANDOVER VILLAGE

SAGE ADVICE

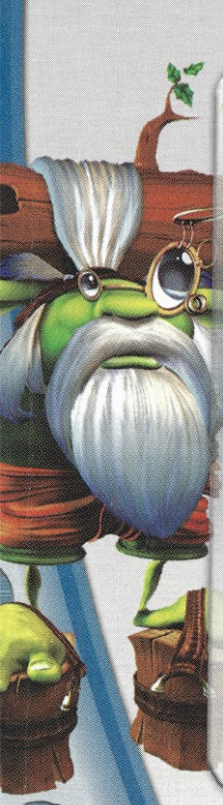
Requirements for Entry:

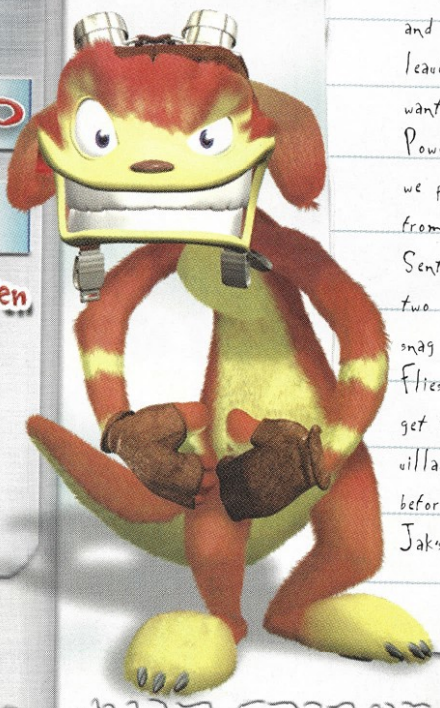
4 POWER CELLS

PRECURSOR ORBS: 50

POWER CELLS: 6

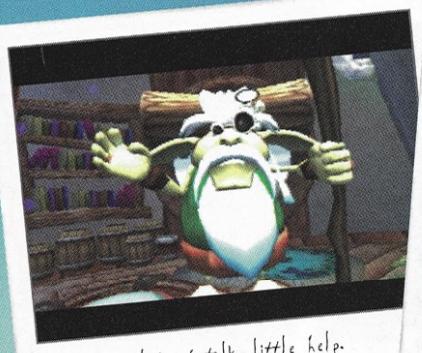
1. Herd The Yakows Into Their Pen
2. Free 7 Scout Flies
3. Bring 90 Orbs To The Mayor
4. Bring 90 Orbs To Your Uncle
5. Bring 120 Orbs To The Oracle
6. Bring 120 Orbs To The Oracle





Sandover Village is the true starting point of our adventure. From here, we have access to Sentinel Beach, the Forbidden Jungle and, eventually, Misty Island (scary... VERY scary!) and all other areas in the game. Before we leave the village and start "adventuring", we will want to talk to its inhabitants. There are 6 Power Cells to be had in Sandover Village, but we probably won't have enough Precursor Orbs from our exploration of Forbidden Jungle, Sentinel Beach and Misty Island to get the two from the Oracle, so I suggest that you snag them last. We will begin finding Scout Flies in the village itself and will be able to get the first two Power Cells before leaving the village. But, we will have to explore other areas before we can satisfy the windbag Mayor and Jak's slacker Uncle.

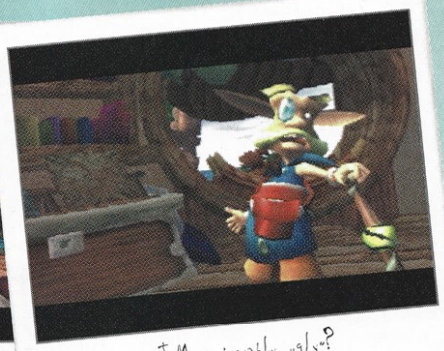
MEET AND GREET THE GOOD FOLKS OF SANDOVER VILLAGE



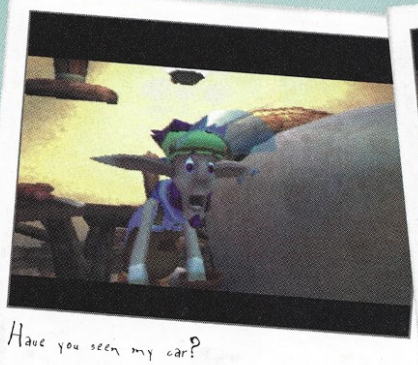
Samos – lots of talk, little help.

Hey baby – how 'bout some Uttsel-lovin'?

Who elected this brain trust? I demand a recall!



And he says I'M miserably ugly?!



Have you seen my car?

This chick is out of her bird.

Man this guy is lazy AND gabby!

SAMOS HAGAI

The Green Sage needs us to head over to the far side of Sentinel Beach to unblock his Green Eco Harvesters. If we do this, a Power Cell will be our reward. Yeah... We'll take care of it, but a little later — OK, Green dude?

KEIRA

Keira can be found in her garage, at the lower level of the Green Sage's hut. She tells us about about the ancient Precursor Pipeline that goes back to the Forbidden Temple. Keira believes that we should look for some kind of switch at the Forbidden Temple, in order to open the blocked Blue Eco Vents.

THE MAYOR

This guy runs around nervously in his hut, blabbering of monster sightings in the village. He also tells us that the village is out of power. If we can re-establish the Eco Beam connection to the village, he will give us a Power Cell. In addition, if we contribute 90 Precursor Orbs to his reelection fund, he will give us another Cell.

JAK'S UNCLE

He was going to set off on his journey yesterday, but he is short on Precursor Orbs. So, of course, why not ask the nephew and his dufus friends to get them for him? He needs 90 to get underway, and he will give us a Power Cell in return. I guess us saving the world is not enough for him to give us the PC — the guy needs to jack us for eggs.

THE SCULPTOR

The Sculptor's Muse is missing. Without this little glowing squirrel (who, I must say, is kind of hot looking), he can't sculpt. He thinks she may have run away to Misty Island. He will give us a Power Cell if we bring her back.

THE BIRDWATCHER

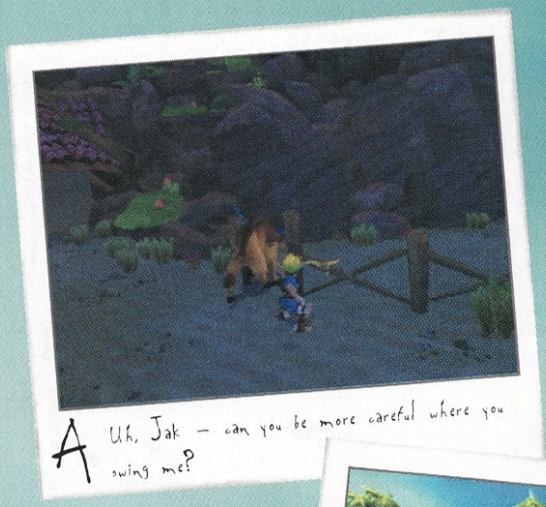
This old lady is as crazy as a loon. She wants us to knock some Flut Flut egg off the side of a cliff in Sentinel Beach, for which she will give us a Power Cell. Sure, lady — we'll take care of it — when we're good and ready! Maybe we can check it out later, if we make it over to Sentinel Beach.

THE FARMER

This guy is so lazy that he makes his grazing Yakows look like go-getters. If we manage to do HIS job — herding the Yakows back into their pen, he will give us a PC. Sounds like a good deal, but I'll just ride it out on Jak's shoulder for this one, if it's all the same to you. Make sure you watch your step — I've seen what he feeds those beasts!

HERD THE YAKOWS INTO THEIR PEN

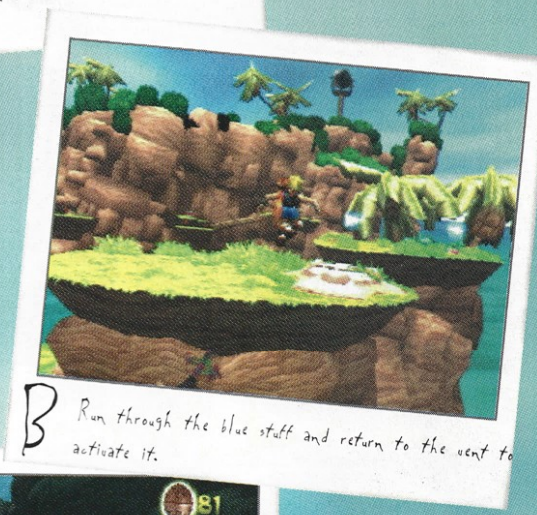
A On an isolated stretch of beach, below the Birdwatcher's hut, sits the Farmer's hut. If we can get his five Yakows back into the corral, the lazy dude will give us a Power Cell. The five Yakows are all along the beach next to his hut. We simply need to run up behind them and use Jak's Spin Attack in their rears to motivate them toward the corral. After all five are safely in their pen, return to the Farmer. He will give us the promised Power Cell.



A Uh, Jak — can you be more careful where you swing me?

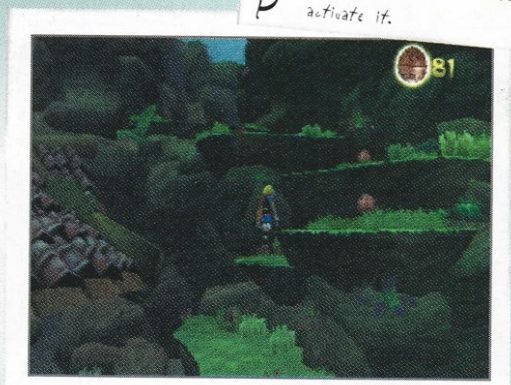
COLLECT THE ORBS FROM THE PRECURSOR ORB CACHE

B Before we reach the Yakow farmer's hut, you might notice a couple of high cliffs at the beach, and two Blue Eco resting atop one of them. If you Double Jump, Grab and pull Jak up on the first one, you will notice a Precursor Orb Cache. Have Jak Double Jump across to the next cliff (sporting the Blue Eco), run through the two balls of energy, then Double Jump back to the Precursor Orb Cache. If Jak is still channeling Blue Eco, we will find that the Vent has blown its lid, and that it's raining Precursor Orbs from the cache — sweet!



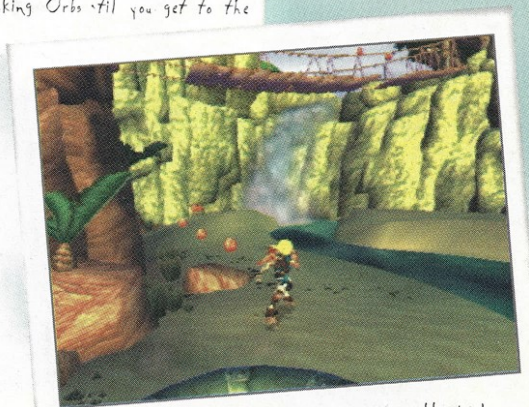
B Run through the blue stuff and return to the vent to activate it.

C We will find a few Orbs dotting the cliff to the right of the Yakow farmer's hut. Climb up the cliff to retrieve them. At the end of the path, we will find Fire Canyon. We will not be able to cross Fire Canyon until Keira can fit the Zoomer with a Heat Shield — to the tune of 20 Power Cells! So, we'll be back here later.



C Make sure you keep tracking Orbs 'til you get to the Zoomer.

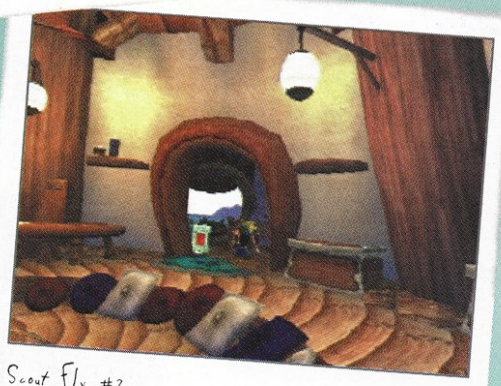
D There are a few out of the way Orbs just on the other side of the cave that connects the beach in this area with the Forbidden Jungle. Head through the short cave. Instead of going up the cliff to the left to the Forbidden Jungle, stay to the right and follow the beach around the corner. Here, we will find six Precursor Orbs leading up to the waterfall.



D Sneaky — the ol' behind the waterfall trick.

FREE 7 SCOUT FLIES 2

Scout Fly #1



Scout Fly #2

Scout Fly #3

Scout Fly #4

1. The first of the 7 Scout Flies to be found in Sandover Village is sitting inside the Fisherman's hut (across from the Mayor's hut).

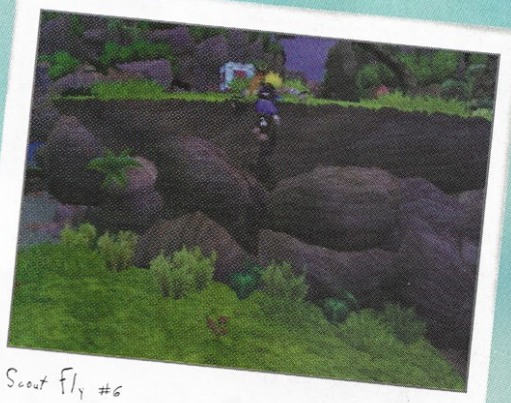
2. The second can be found in a back room in the Mayor's Hut.

3. The third is on the beach, below the bridge that leads to the Sculptor's Hut.

4. The fourth is also in this general area — along the stretch of beach below the Sculptor's Hut — around the corner, at the start of Sentinel Beach.

Scout Fly #5

5 #5 is in the Yakow Farmer's hut (as we make our way toward the Forbidden Jungle).



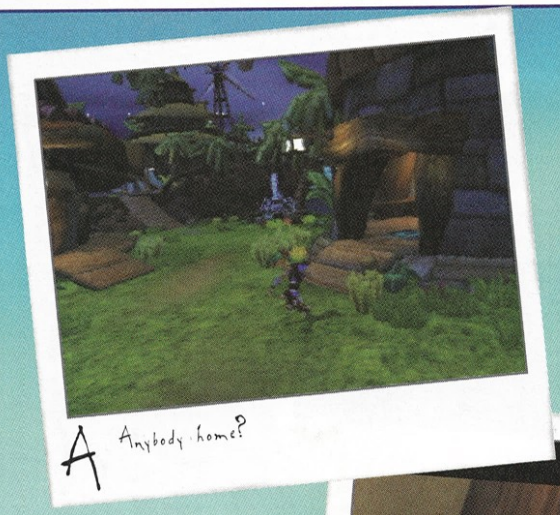
Scout Fly #6

6 The sixth Scout Fly is atop the cliff at the beach, across from the Yakow Pen. Make sure to snag all of the Orbs that are up on these cliffs as well.

7 Scout Fly crate #7 across the way — adjacent to the Oracle. Do a Double Jump and Spin move to sort of "helicopter" over there and smash open the crate. Then, we will lay claim to the Power Cell.

Scout Fly #7

BRING 90 ORBS TO THE MAYOR 3



A Anybody home?

B Here you go, you pompous windbag!

A Acquiring this Power Cell is a simple economic transaction. Once we have the required Orbs, head back to the Mayor's hut and speak with him.

B He will deliver as promised and give us the PC (I would have laid down a few Orbs that he would have welched on us). To be as efficient with our adventuring time as possible, don't come back to collect until after we finish "adventuring" in the Forbidden Jungle. We have to come back to see the Mayor after we have restored power to the village, so we might as well accomplish both tasks at the same time.

BRING 90 ORBS TO YOUR UNCLE 4

C He better be here.

D Yeah – go and have a great VACATION!

C Jak's uncle needs to fund his vacation and he imposes upon us to raise the dough. Again, don't bother coming back to see him until we've obtained all 8 Power Cells in the Forbidden Jungle area.

D This way, we can satisfy him AND the mayor at the same time (assuming we have collected enough Orbs).

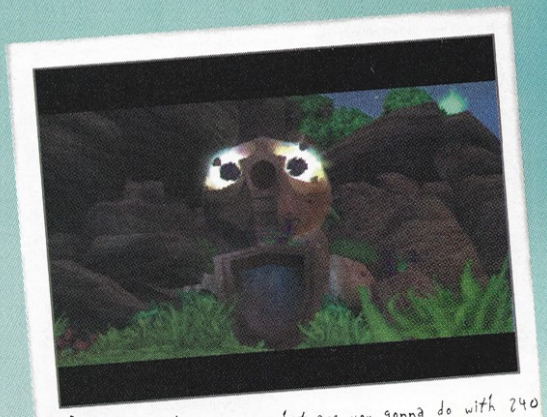
BRING 120 ORBS TO THE ORACLE

A We can obtain TWO Power Cells from this Oracle, assuming we have a total of 240 Orbs with which to pay tribute to it (120 each). Come back here later in the game, when we've got the Orbs, but are short on the Power Cells needed to get to the next area (if you follow my notes to the letter, we should have enough Orbs to satisfy the Oracle for BOTH of its Power Cells after we return from Misty Island).

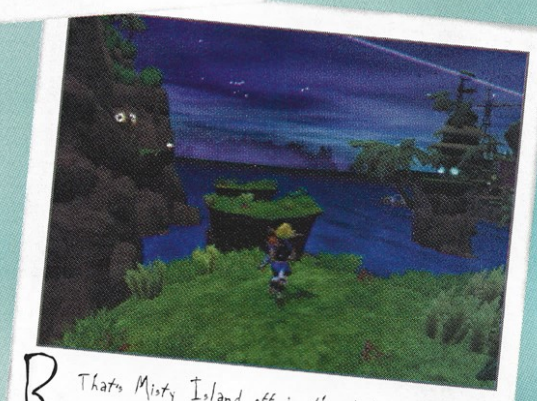
B In case you don't remember, you can find the Oracle atop a cliff out over the coastline, near the cave that leads from Sandover Village to the Forbidden Jungle.

C Just climb up the isolated cliffs.

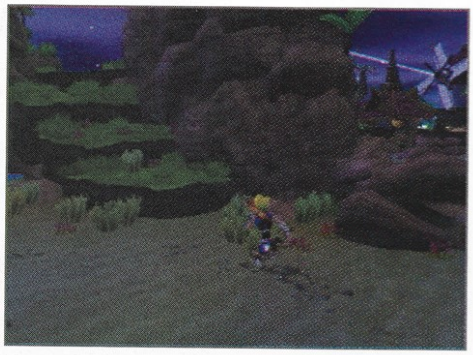
D Then, Double Jump and Spin from cliff to cliff until you reach the Oracle.



A So, bubble eyes – what are you gonna do with 240 Orbs?



B That's Misty Island off in the distance.

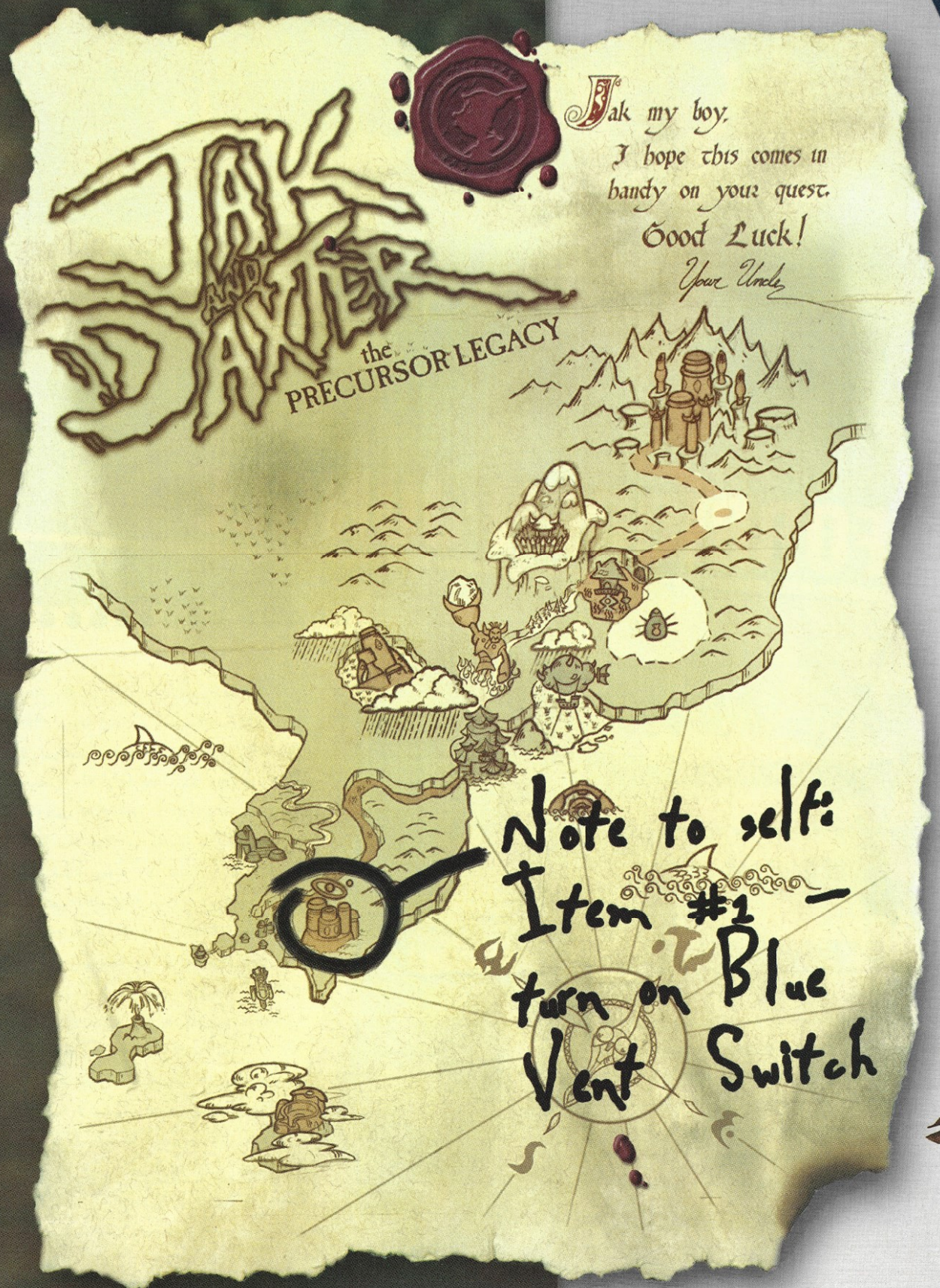


C Hey Jak – thanks for the lift!

D I'm a-comin' for the Cells!

PRIMA GAMES.COM

Forbidden Jungle



SAGE ADVICE

Requirements for Entry:

4 POWER CELLS

PRECURSOR ORBS: 150

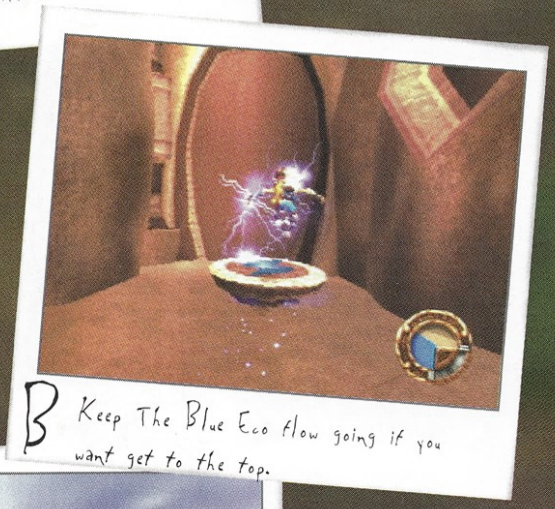
POWER CELLS: 8

1. Get To The Top Of The Temple
2. Find The Blue Vent Switch
3. Defeat The Dark Eco Plant
4. Follow The Canyon To The Sea
5. Open The Locked Temple Door
6. Free 7 Scout Flies
7. Catch 200 Pounds of Fish
8. Connect The Eco Beams

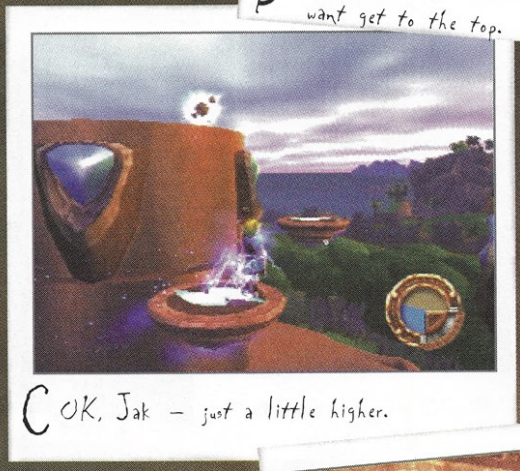
The Forbidden Jungle will be the first "major" area that we explore in the game. Although we have the option of going to Sentinel Beach and Misty Island (once we help the Fisherman in the Forbidden Jungle), I feel that you should begin in the Jungle. Until we find the Blue Eco Vent Switch, there are many Blue Eco Vents along Sentinel Beach that will not become active. So, it doesn't make much sense to go exploring there first. I have presented the strategies for acquiring the 8 Power Cells in the Forbidden Jungle in the order that I feel is the most efficient. The one exception to this is the last one, "Connect The Eco Beams". We will actually begin doing this prior to collecting PC's 6 and 7, but we won't be able to actually get the Power Cell until we report back to the Mayor in Sandover Village.

GET TO THE TOP OF THE TEMPLE

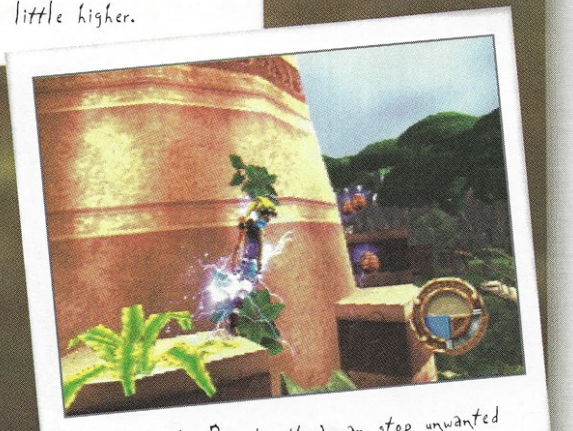
A Build it and we will cross.



B Keep The Blue Eco flow going if you want get to the top.



C OK, Jak – just a little higher.



D A little Roundup (tm) can stop unwanted plant growth.

A In order to get inside the Temple, we need to find an area in front of the main entrance to the Temple. It features a Blue Eco Vent and a couple of purple Lurkers. Make sure that Jak charges up at the Blue Eco Vent, then quickly run through the two markers in front of the chasm leading to the main temple entrance. This will result in a bridge appearing in front of us, connecting the land mass we are on to the temple.

B Once inside the Temple, you must make sure that Jak continues to channel Blue Eco as we work our way up the platforms that the Blue Eco activates. If his meter runs out, we won't be able to ride the floating platforms up to the top of the Temple.

C At the top, you will find the Power Cell and what looks to be a large, blue switch.

COLLECT THE ORBS ON THE LEDGE AND FIND THE SCOUT FLY

D In the Temple's "lobby" (just inside the main door), you will find a trampoline in the corner, next to a couple of chests (one containing Blue Eco). At the top, there is a path that leads back outside, along the exterior wall. Take this path to find a few Precursor Orbs. At the end, you will also find a Scout Fly crate.

FIND THE BLUE VENT SWITCH 2

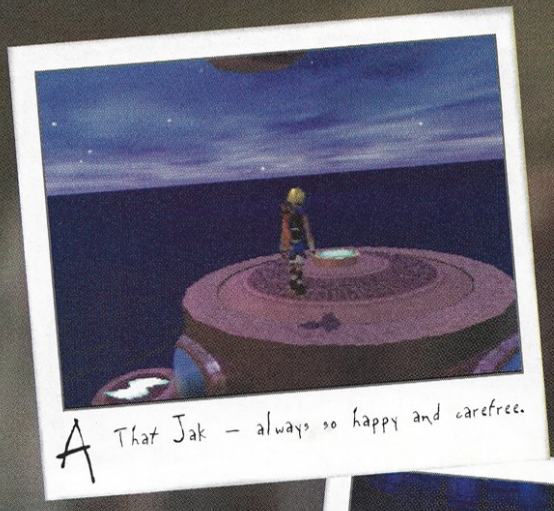
A In order to get inside the temple, we must make our way to the top of the exterior of the temple (See: "Get To The Top Of The Temple"). A blue switch will appear in the center of the circular tower. Hit the switch and we will ride the falling roof down a great distance to the core of the Forbidden Temple.

B In the Forbidden Temple's inner sanctum, you will find an opening that Jak can jump up, grab and pull himself through. We will pass a Precursor Launcher as we make our way down this path. But, since Jak has no Blue Eco, it will not be active. Run past it, and we will work our way down the path, collecting all Orbs we find along the way. At the end of the path, we will find a large room that features a Power Cell and the Blue Vent Switch. Climb to the top of the ramp and claim the Cell.

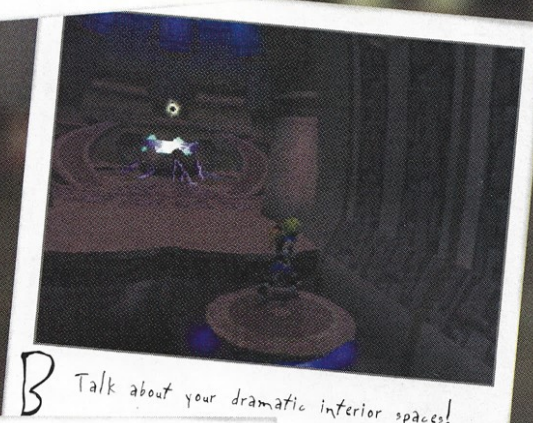
C This will trigger the switch, activating Blue Eco Vents all over the world — including one right next to this platform! Run through it and head toward the exit door, collecting all Orbs along the way. The door will open via the power of Blue Eco and we will find ourselves back in the lower "lobby" of the Forbidden Temple.

GET THE ORBS ABOVE THE PRECURSOR LAUNCHER

D Now, we will be able to use that Precursor launcher. First power Jak up via the now-active Blue Eco Vent. Then, climb back up into the opening that led to the Blue Eco Vent Switch and find the Precursor Launcher. As long as Jak's Blue Eco meter is still charged, we will be able to jump on the Launcher and claim all of the Orbs that are floating above it. Return to the lower "lobby".

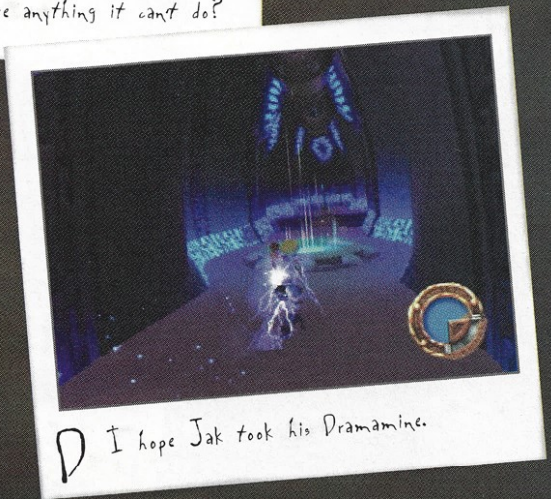


A That Jak – always so happy and carefree.



B Talk about your dramatic interior spaces!

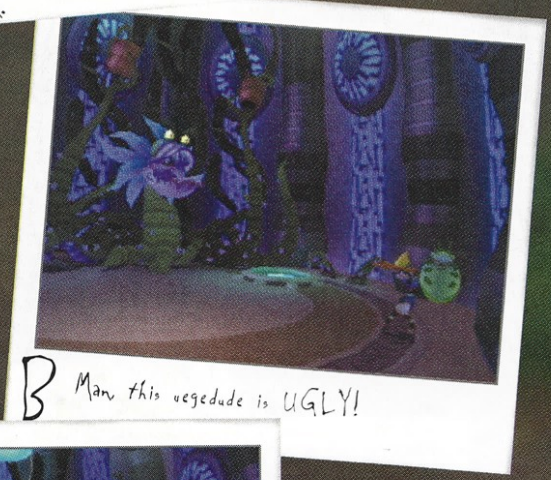
C Blue Eco – is there anything it can't do?



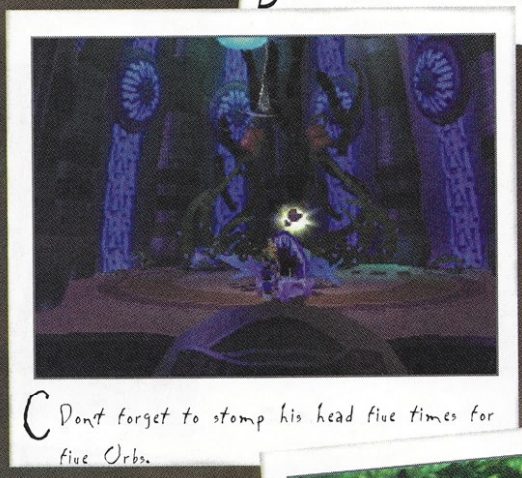
D I hope Jak took his Dramamine.

DEFEAT THE DARK ECO PLANT 3

A Make sure you wait for this platform to rotate into position.



B Man this vegedude is UGLY!



C Don't forget to stomp his head five times for five Orbs.

D Totally vertical!

A You will find that the Precursor Door in the lobby of the Forbidden Temple can be activated by Blue Eco (once the Blue Vent Switch has been turned on, see: "Find The Blue Vent Switch"). Have Jak re-charge at the Blue Eco Vent and head through the door. Up around the corner, we will arrive at the Dark Eco Plant.

B To defeat him, simply hang around just outside the reddish outer circle on the floor. He will attempt to attack you by biting. If we are in this safety zone, he will miss. He will also send green Lurkers our way. These guys have spikes that come out of their backs — but only for a short time. Move around the outer circle of the room (avoiding the plant's teeth), and use a Spin Attack when their spikes have receded.

C After we destroy the first Lurker, two leaves will appear in front of the Dark Eco Plant. Double Jump on to both of them, then jump and hit the plant with a Spin Attack. (The only other way to get hurt is to land on one of his vines (or, in general, get too close to him). After attacking him, we will fly back out toward the outer circle. You will repeat this process two more times with more green Lurkers before the Plant will be defeated and a Power Cell will serve as our spoils. You can also find five Orbs by jumping on the Plant after it is dead.

D After defeating the Dark Eco Plant, a Blue Eco Vent and Precursor Launcher will become active. After collecting the Power Cell, Jak can get juiced up and hit the Launcher to exit the Temple. You might notice that, when we return outside, all of the vines around the temple will be dead — cool! And, we will also be able to take advantage of Jak's Blue Eco charge to collect the Precursor Orbs in the shiny metal pillar area that we passed up on en route to the Forbidden Temple. Now, we will vault up to snag the higher ones, then can quickly (and coolly) run around to snag the rest!

FOLLOW THE CANYON TO THE SEA 4

A From the shiny metal pillar area, drop down to the river below (at the bridge that connects the pillar area to the Temple entrance area). At the river, you will find a Precursor Orb Cache and a Scout Fly Crate.

B Follow the river out to the ocean and you will find some Blue Eco (and a Precursor Launcher) and another Scout Fly crate in the next area.

C Run through the Blue Eco to get Jak charged up, then head toward the Scout Fly crate (capturing it in the process) and through the tunnel — out to the sea. In the ocean, you will find a number of Precursor Orbs. If Jak has energy on his Blue Eco meter, we will be able to collect these Orbs without diving below the water's surface — simply swim over them! In the Sea, you will find the Power Cell on a small rock.

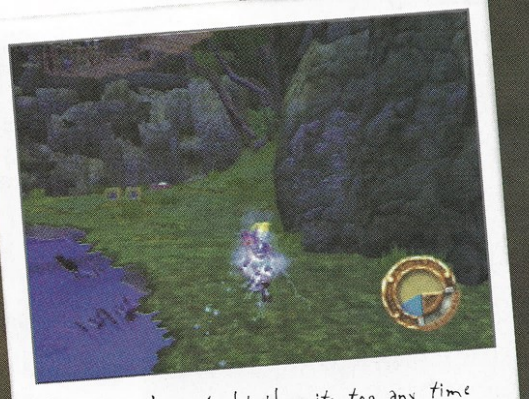
OPEN THE PRECURSOR ORB CACHE TO SNAG THE ORBS

D Head back to the river and run through the Blue Eco. Follow the river until you reach the Precursor Orb Cache adjacent to the river. If Jak still has energy on the BE meter, the cache will open and the Orbs will come pouring out!

A Those yellow crates? Dark Eco — bad, very bad.

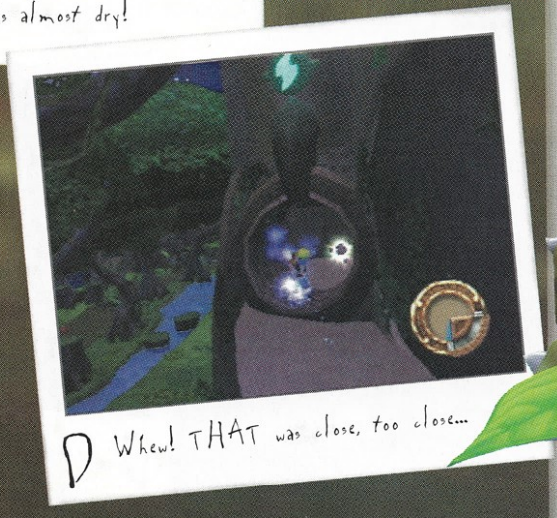
B The river sure is purty at night.

C If you're quick with the blue stuff, we never have to dive below.



D That Vent should blow its top any time now.

OPEN THE LOCKED TEMPLE DOOR 5



A At the river's mouth (see: "Follow The Canyon To The Sea"), have Jak run through the Blue Eco, activating the Precursor launcher next to them. Jump on it, vaulting to the outside of the Temple above.

B We will land next to a strange machine with a couple of Lurkers around it.

C Quickly run up the ramp at the outer wall of the temple — toward the door at the end of it.

D If Jak has a sliver of Blue Eco power left, the door will open and another Power Cell is inside for the taking.

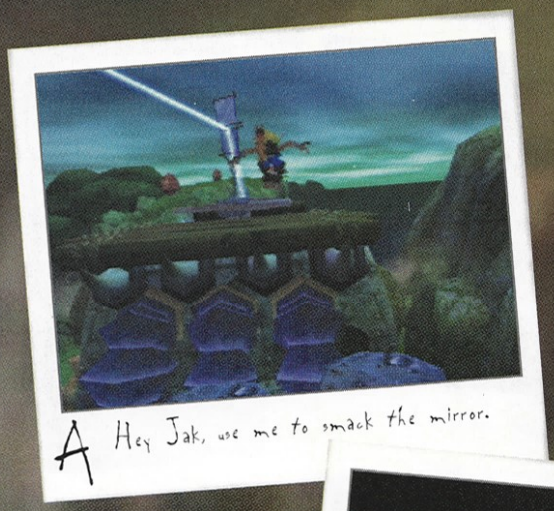
CONNECT THE ECO BEAMS

A The large machine next to the outside wall of the Temple, at its upper area, was put here by the Lurkers to steal Blue Eco from Sandover Village. Jump up on the machine's pistons and on to the top of the machine. Up here, you will find two rotating discs and a few Orbs. Hop the discs and take the Orbs, crossing over to the wood platform on the other side.

B You will find that there is a mirror mounted on a wood pedestal that is reflecting the Blue Eco back toward the Temple. Use Jak's Spin Attack to break the mirror's legs. This will re-direct the Eco Beam toward another mirror that emerges from the ground below the machine. Drop down to this mirror and you will find another Scout Fly crate. You will also find, by walking up to it, that you can control this mirror tower. Take control, and aim the Beam toward the next mirror.

C Now, we can simply follow the Beam to the next mirror tower, then take control of it and aim it to the next, and so on. Ultimately, we will be able to aim the Beam toward the last mirror tower — this one is actually back on the little stretch of beach that first led us into the Forbidden Jungle (where you find the Orbs by the waterfall).

D Cross the bridges back out of the Temple area and head back toward Sandover Village. (The first bridge is right above the Fisherman. Before we go to the next mirror tower, you might want to pay him a visit (see "Catch 200 Pounds Of Fish").) Then, drop back down to the beach area that initially led us in to the Forbidden Jungle. When we hit the beach, walk around to find the last mirror tower. Take control and aim the Beam back toward the Mayor's hut in the village. Once power has been restored, we must return to the Mayor to claim our Power Cell (as well as the one that he has promised us for 90 Precursor Orbs).



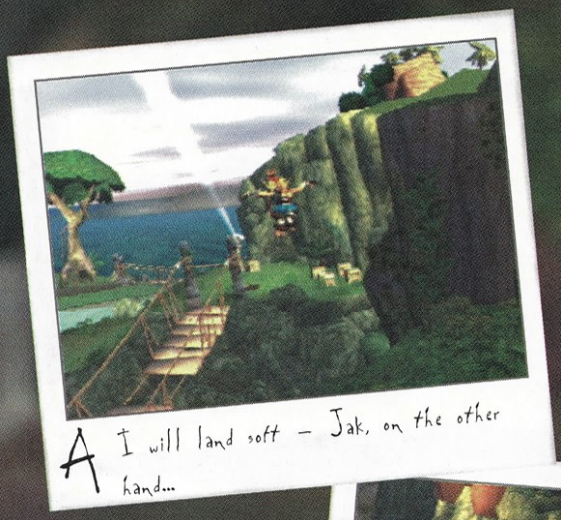
A Hey Jak, use me to smack the mirror.

B And I always thought these things led to used car lots.

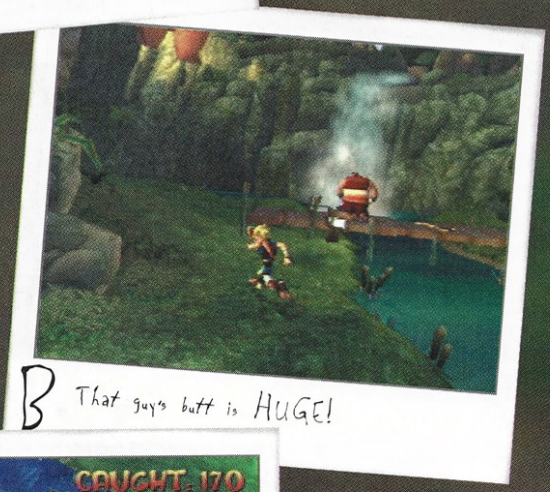
C Aim that puppy right toward the beach.

D Boom! Sandover, we have power.

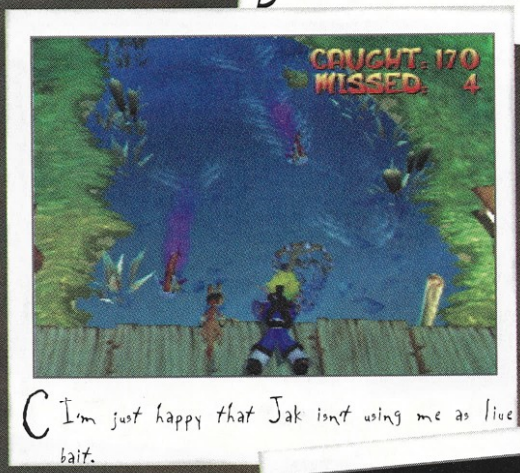
CATCH 200 POUNDS OF FISH 7



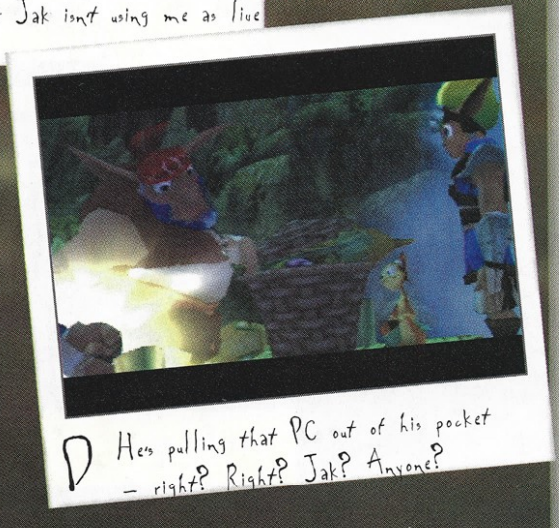
A I will land soft – Jak, on the other hand...



B That guy's butt is HUGE!



C I'm just happy that Jak isn't using me as live bait.



D He's pulling that PC out of his pocket – right? Right? Jak? Anyone?

A We will want to collect this Power Cell before we return to Sandover Village to snag the Power Cell that we receive for restoring power to the village (see "Connect The Eco Beams"). At the bridge that leads from the beginning of the Forbidden Jungle to the area that features the shiny metal pillars, drop down to the river below the Temple grounds.

B The Fisherman can be found on a wood dock at the bottom of the giant waterfall. He will challenge us to snag 200 pounds of fish. For this, he will give us a Power Cell and charge up his speedboat so we can make our way to Misty Island.

C Sound easy? It's not. We need to snag the one pound fishies (green) and five pound fishies (yellow). But, there are also these nasty red eels. Catch one of them in our net, and we ruin the entire catch and must begin again (as we will if we miss 20 pounds' worth of fishies). This is a hand-eye coordination test, so you're on your own. Look for the pattern and stay away from those red eels! More importantly, don't miss the yellow fishies! We can afford to miss a number of green ones, but the five pound fish are pure gold.

D Snag your limit, and the Power Cell and boat access privileges to Misty Island are ours!

FREE 7 SCOUT FLIES

1. The 7 Scout Fly Crates can be found throughout the area. Although I have given you the scoop on each one as you attempted to find the other 7 Power Cells in the Forbidden Jungle, I present them here for you — as a quick reference just in case you missed one or two. The first Scout Fly can be found on an outer ledge of the Temple (see "Get To The Top Of The Temple").

2. The second Scout Fly can be found inside the Temple, after riding up a few Blue Eco Platforms that appear in the Temple's main "lobby" area.

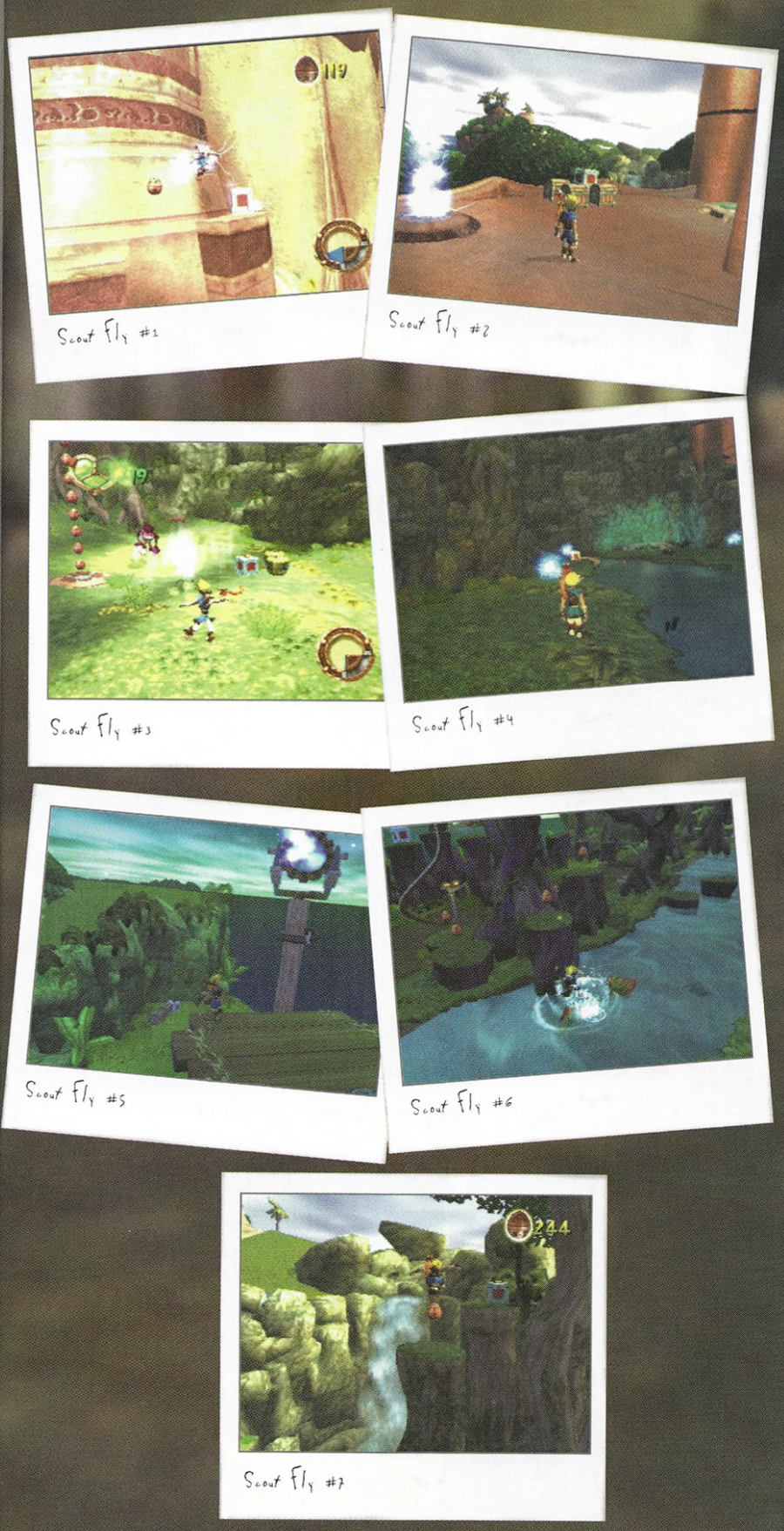
3. The third is found along the river at the lower Temple grounds (see "Follow The Canyon To The Sea").

4. The fourth is found as we follow the river out to the Sea — next to some Blue Eco and a Precursor Launcher (see "Follow The Canyon To The Sea").

5. The fifth Scout Fly crate is found next to the large machine that is stealing the Blue Eco (see "Connect the Eco Beams").

6. The sixth Scout Fly is found atop a tall tree trunk stump, adjacent to the mirror tower that is directly across the stream from the outer wall of the Temple.

7. The last Scout Fly is atop a tree stump above the shiny metal pillar area.



SENTINEL BEACH

Beautiful SENTINEL BEACH

SAGE ADVICE

Requirements for Entry:

4 POWER CELLS

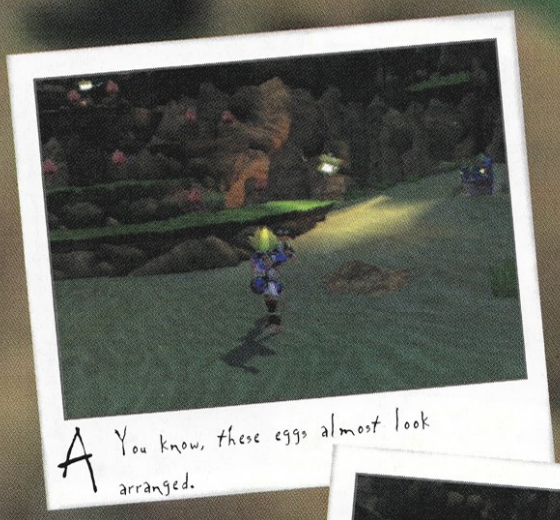
PRECURSOR ORBS: 150

POWER CELLS: 8

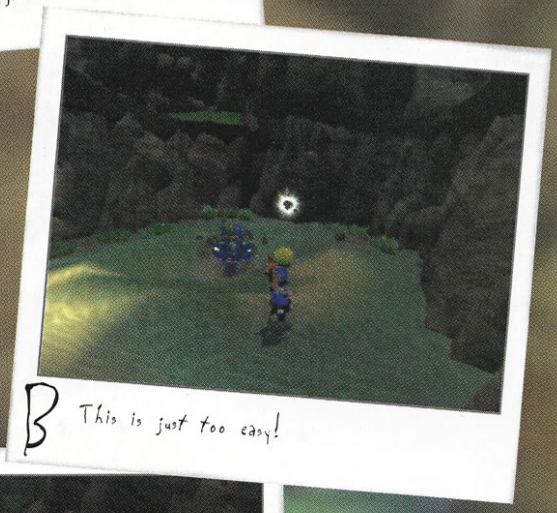
1. Explore The Beach
2. Get The Power Cell From The Pelican
3. Launch Up To The Cannon Tower
4. Climb The Sentinel
5. Chase The Seagulls
6. Unblock The Eco Harvesters
7. Push The Flut Flut Egg Off The Cliff
8. Free 7 Scout Flies

Once we've gathered all 8 Power Cells in the Forbidden Jungle, we will want to explore Sentinel Beach. In many ways, this is an easier area to navigate than the Jungle and you will find that we can get the Power Cells with a little less effort. As with the Forbidden Jungle strategies, I am giving you the quickest path through the area. While freeing all 7 Scout Flies will be the last thing that we accomplish, we will begin to find them as we find the other 7 Power Cells. Tally ho!

EXPLORE THE BEACH

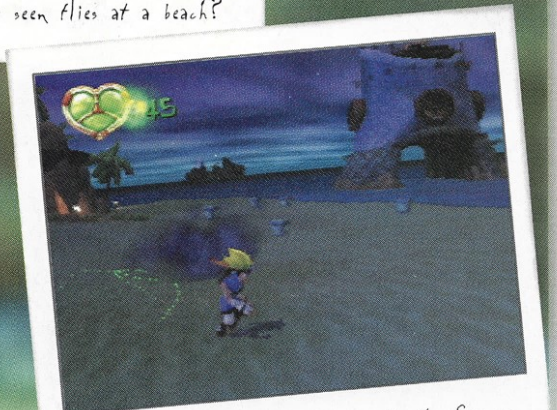


A You know, these eggs almost look arranged.



B This is just too easy!

C Look! Have you ever seen flies at a beach?



D We gotta get that Lurker off the Cannon trigger.

A In order for us to snag this Power Cell, we simply need to explore the beach area. While there is a lot of activity going on around us along the water's edge, finding this PC couldn't be easier — head up the beach a short distance and we will find a little cove in front of a cliff littered with Orbs.

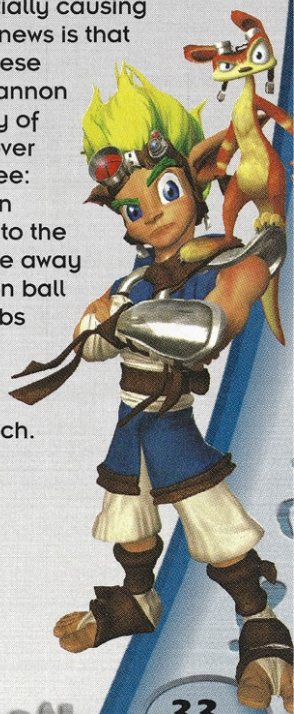
B Head into the cove and we will find the Power Cell, protected by a sea-serpent Lurker. The Lurker is easy enough to deal with — a Spin Attack will take care of him. Then, our path will be clear and we can add this PC to our collection.

FIND THE SCOUT FLY

C As we enter the Sentinel Beach area, just beyond the Sculptor's Hut, you will find a little Blue Eco. Have Jak run through it and start breaking and collecting stuff. This includes the Scout Fly trapped in his crate, surrounded by chests along the first part of the beach.

DRAW THE CANNON'S FIRE

D As we move along the beach, you may notice a large island off the coast — featuring a stone battery with a cannon at its top. The bad news is that the Lurker controlling it is firing randomly along the beach — potentially causing us a lot of pain. The good news is that he can also break open these steel crates by firing the cannon at them (the only other way of doing it is to take control over the cannon ourselves — see: "Launch Up To The Cannon Tower"). Simply stand next to the crates to draw his fire, move away from them when the cannon ball arrives, then collect the Orbs that spring from the destroyed crate. There are a total of six of these steel crates along the beach.



GET THE POWER CELL FROM THE PELICAN 2

A As we make our way down Sentinel Beach, a pelican will swoop down and gobble up a Power Cell, then take it to his off-shore nest. We will have to swim out to his little island, then work our way up to his nest (you may notice the Precursor Orb Cache and steel crate next to his nest – we will deal with these later). Use Jak's Spin Attack on him and he will fly off toward the beach after spitting the Power Cell next to the windmill up on the bluff overlooking the beach.

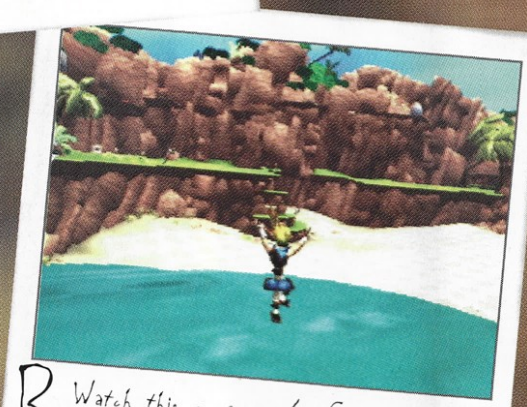
B Jump into the water, then continuously jump (instead of swimming) to get us quickly across. Climb the platforms up the cliff wall to the right of the windmill and snag the Power Cell before the pelican can reclaim it as his own! If we are too slow, and he grabs it back, simply head back up to his island and we'll try again.

C While up on this bluff, you may notice a new enemy, the red Lurker. He kind of looks like a dog and it takes only a quick Spin Attack to get rid of him.

GET THE ORBS IN THE WATER

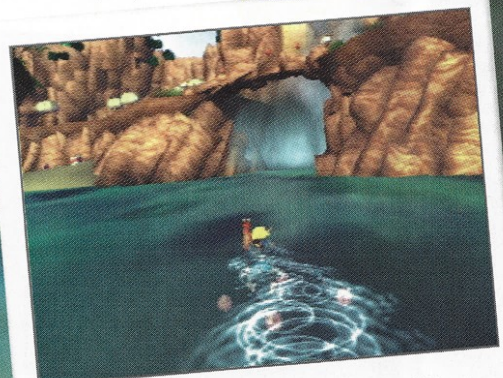
D If we swim around the island that is home to the pelican's nest, we will find a number of Precursor Orbs just below the surface. Let's dive below and gather them up. There are a total of 16 Orbs in the water around the island (4 sets of 4 each). In addition, there are 5 more Orbs hiding behind the waterfall in the cove adjacent to the island.

A All right, bird brain, cough it up!



B Watch this – a 1-1/2 Gainer with a twist!

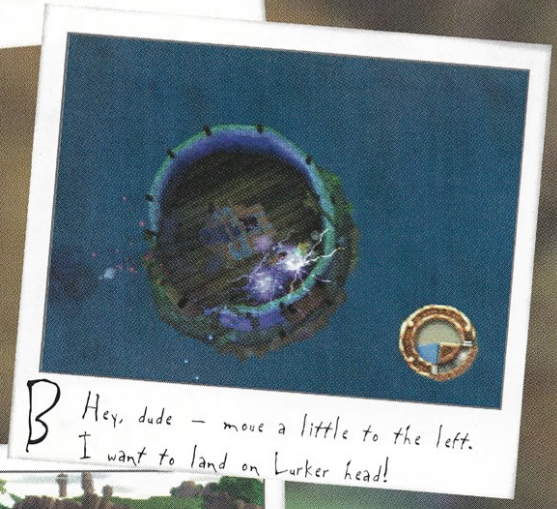
C I told Jak not to take the Snausages!



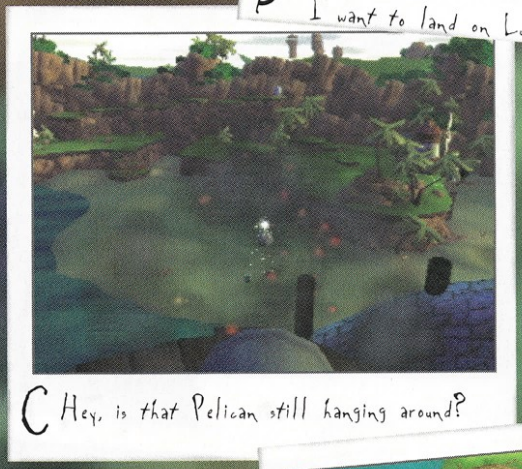
D Can somebody please explain the "Orbs in the water" thing?

LAUNCH UP TO THE CANNON TOWER 3

A Land on the steel crates to break them and get Orbs.



B Hey, dude – move a little to the left. I want to land on Lurker head!



C Hey, is that Pelican still hanging around?

D Nope – but the Orbs in that Precursor Orb Cache will come in handy.

A If you look back toward the shore, from Pelican Island, you will see an active Blue Eco Vent (if you've activated the switch in Forbidden Jungle), in addition to an interesting looking cave and a Scout Fly crate. Snag the Scout Fly, then turn your attention toward the Blue Eco Vent. Climb up to it and run through it. This will activate the Precursor Launcher next to the Vent. Jump on the PL and launch up to the top of the next island tower. Continue to use the Blue Eco you find to launch on PL's from tower to tower. You will find Orb-containing steel crates on these towers that can be opened by landing on them.

B When we arrive atop the battery, Jak should still have a little Blue Eco left in him. Use it to break open the chests, then use his Spin Attack on the two purple Lurkers. The one that was firing the cannon will release a Power Cell.

USE THE CANNON TO SNAG SOME ORBS

C Hey, if the Lurkers can fire the cannon, why can't Jak? Take control of the cannon and you will be given a first-person point of view. You can aim the cannon with the Left Analog Stick and fire by holding the ⊗ button. The longer you hold down the ⊗ button, the farther the cannonball will travel. Use it to break open any steel crates that remain along Sentinel Beach (or, you can blow up the Pelican!). You can go back and snag the Orbs later.

ACTIVATE THE PRECURSOR ORB CACHE ON PELICAN ISLAND

D Now, as long as we have to travel over to Pelican Island to get the recently released Orbs, we might as well activate that Precursor Orb Cache on the island as well, right? Head back through the Blue Eco Vent next to the beach, then hit the Precursor Launcher next to it. This time, instead of vaulting toward the island towers, steer toward Pelican Island. We will land on (or next to) the island. Quickly climb up it, activate the Precursor Orb Cache and enjoy the Orb-fest.

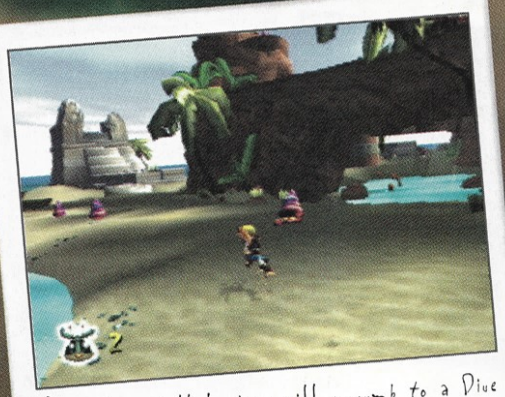
CLIMB THE SENTINEL 4

A Head toward the far end of the beach and find the three sentinels along the coast.

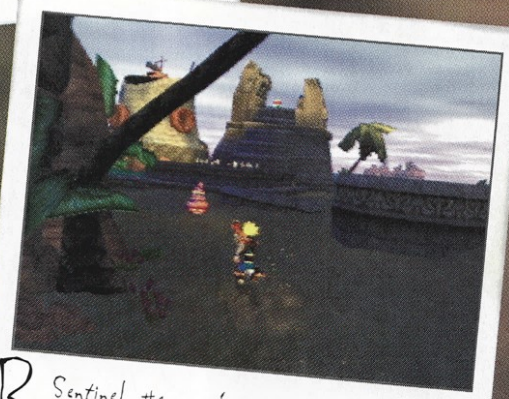
B The first one is marked by a broken arch at its top.

C Climb up the steps on the middle sentinel.

D At the top, we will find a Power Cell.

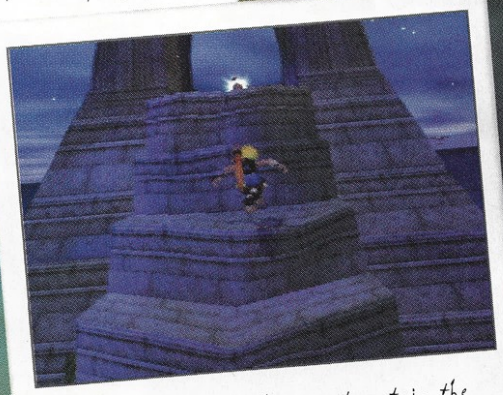


A These shell Lurkers will succumb to a Dive attack.



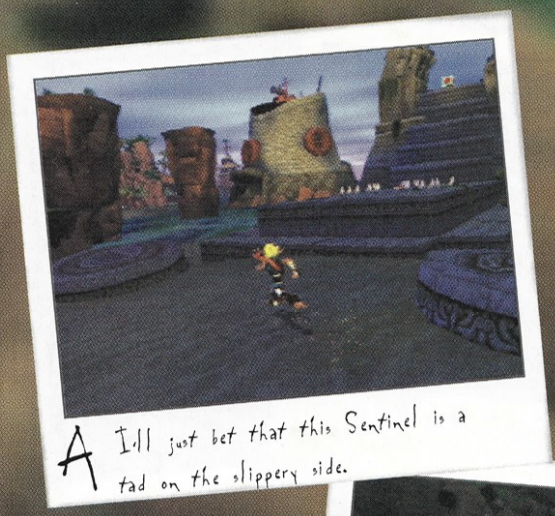
B Sentinel #1 – home of a Scout Fly.

C Get off my Sentinel, you filthy animals!

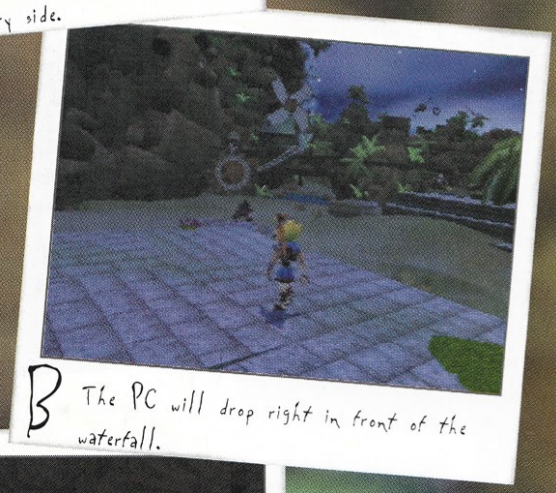


D All right – another one to put in the bag!

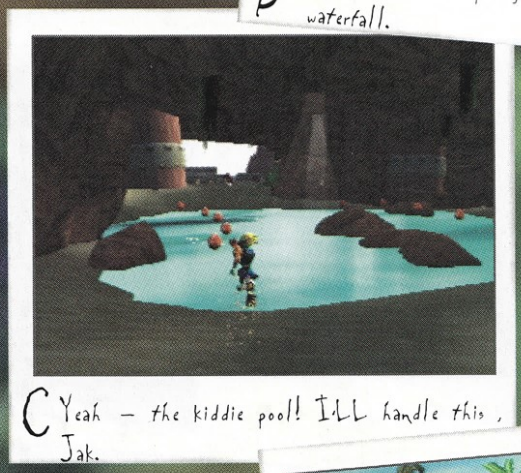
CHASE THE SEAGULLS 5



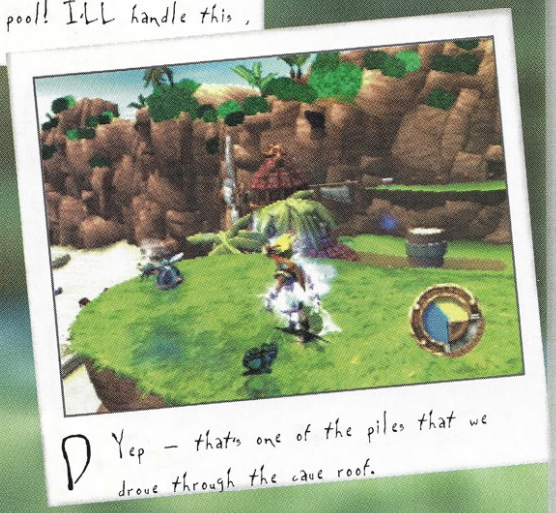
A I'll just bet that this Sentinel is a tad on the slippery side.



B The PC will drop right in front of the waterfall.



C Yeah – the kiddie pool! I'LL handle this, Jak.



D Yep – that's one of the piles that we drove through the cave roof.

A We will find that there is a Scout Fly crate up at the top of sentinel #1 (it features a broken arch at the top of it — and there are some Orbs behind it near the water), as well as a flock of seagulls at its base. Run through the seagulls, chasing them to sentinel #2, then climb up and take the Scout Fly. Now, run toward sentinel #2 and chase the seagulls off of it — the seagulls will move to the third sentinel.

B Chase them off of this one and they will fly toward the giant waterfall back on the bluff. This will trigger a huge rock slide, resulting in the release of a Power Cell. We can collect this Cell later — when we find ourselves near the waterfall (as well as the Orbs that are on the grass-covered bridge in front of the waterfall). Before we leave sentinel #3, make sure you snag the five Orbs at the top of its steps, underneath the arch.

FIND THE ORBS IN THE CAVE AND 2 SCOUT FLIES

C Before riding one of the cool, windmill-driven wheels back up to the bluff, we might want to explore the cave adjacent to the wheel across from the sentinel area. Inside, we will find a number of Orbs. In addition, we will find two large wood piles that have been driven down from the bluff above, into the ceiling of the cave. "Un-drive" 'em! Duck under a pile, then hit the Charge button. This will result in Jak planting a power-fist into the base of the pile(s). Three direct shots to each pile and we will drive them back above ground.

D Now, leave the cave and ride the wheel up to the bluff. We will find that the two wood piles have risen just enough to allow us access to the cliffs adjacent to them — each cliff sporting a few Orbs, AND each being home to a Scout Fly crate!

UNBLOCK THE ECO HARVESTERS

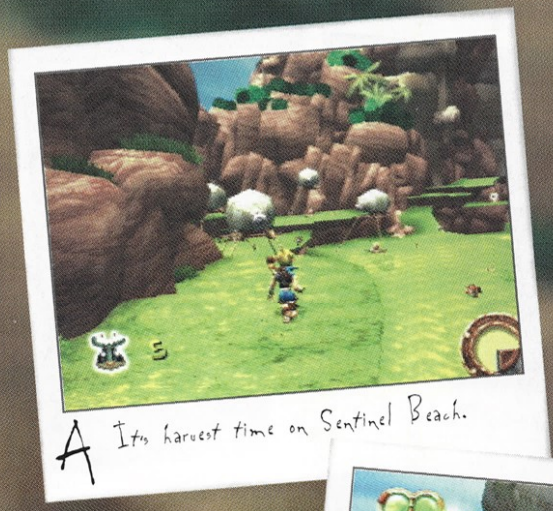
A Next to these Scout Fly cliffs, we are going to find an open field with 5 balloons tethered to Eco Harvesters. If you use Jak's Spin Attack on the boulders under each of the 5 balloons, we will unblock each of the 5 Eco Harvesters.

B Take care of all 5 and we will be given a Power Cell.

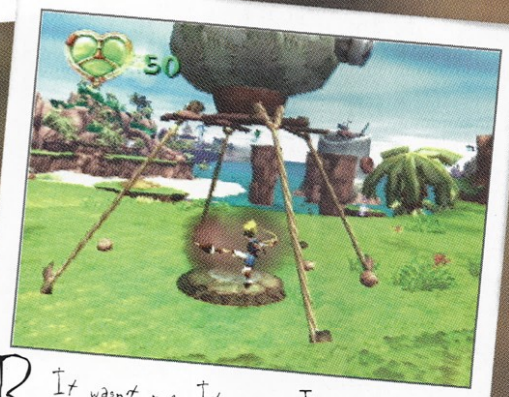
USE BLUE ECO TO GET THE ORBS BEHIND THE WATERFALL

C Just past the Eco Harvesters, we are going to find a large waterfall (the Power Cell that we receive for "Chasing The Seagulls" appears in this area). On an upper path behind it, we will find some Orbs and Blue Eco. Run through the first Blue Eco ball and get moving.

D We will quickly smash through some chests, and a Scout Fly crate. In addition, there will be a Lurker or two requiring a Spin Attack (as well as more Blue Eco). If we make it to the end of the path (next to the Flut Flut Egg) with a little Blue Eco on Jak's meter, there will be a parade of Precursor Orbs at the Precursor Orb Cache.



A It's harvest time on Sentinel Beach.

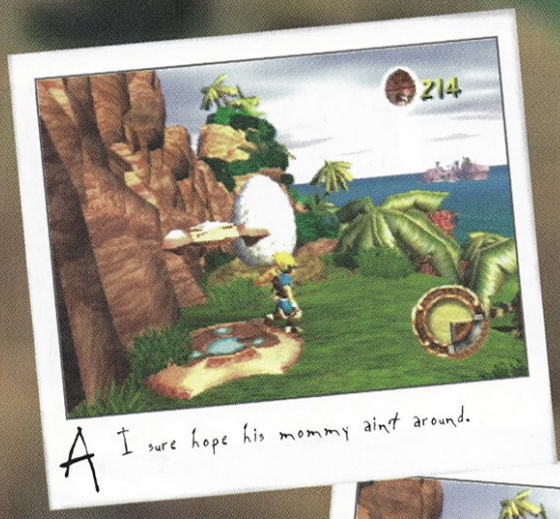


B It wasn't me. It wasn't Jak - WHAT did you EAT?

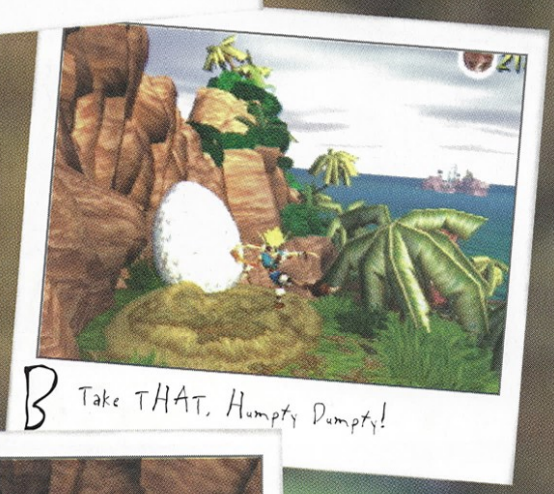
C Look - the other side of water!

D A lot of little eggs - and one GIANT omelet!

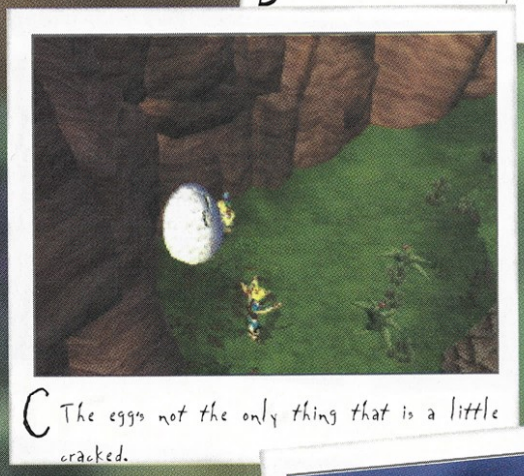
PUSH THE FLUT FLUT EGG OFF THE CLIFF 7



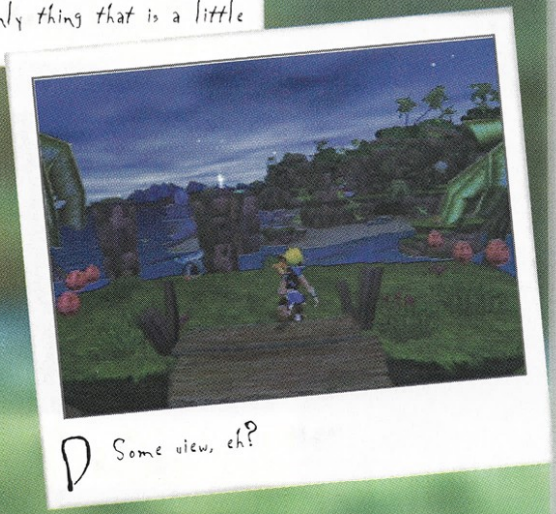
A I sure hope his mommy ain't around.



B Take THAT, Humpty Dumpty!



C The eggs not the only thing that is a little cracked.



D Some view, eh?

A At the end of the upper path behind the waterfall, we will find the Flut Flut Egg.

B All it takes is a couple of Spin Attacks to push it over the cliff to the waiting Birdwatcher lady below.

C Drop down and talk to her and she will give us a Power Cell for releasing the bird. Who knows? The Flut Flut may come in handy later.

D We will also find the last of 7 Scout Flies in this area (if you've been following my strategies to the letter in Sentinel Beach) and a few Orbs.

FREE 7 SCOUT FLIES

1. The 7 Scout Fly Crates can be found throughout the area. Although I have given you the scoop on each one as we attempted to find the other 7 Power Cells along Sentinel Beach, I present them here for you — as a quick reference just in case you missed one or two. The first Scout Fly can be found trapped in his crate, surrounded by chests along the first part of the beach.

2. The second Scout Fly can be found on the beach, next to Pelican Island.

3. The third Scout Fly can be found atop the first sentinel we come across (the one with the broken arch at its top).

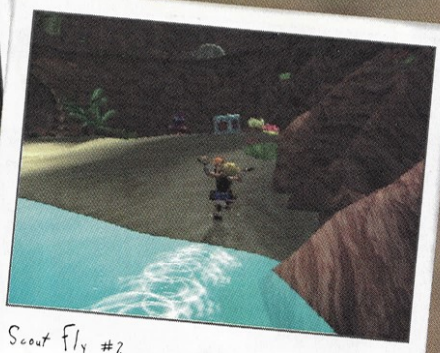
4. The fourth Scout Fly is atop a cliff on the bluff above the cave that is next to the sentinels. We must raise the wood piles that are driven into the ceiling of the cave to reach the fourth and fifth Scout Flies.

5. The fifth Scout Fly is atop a cliff on the bluff above the cave that is next to the sentinels (the cliff opposite the fourth Scout Fly). We must raise the wood piles that are driven into the ceiling of the cave to reach the fourth and fifth Scout Flies.

6. The sixth Scout Fly is found on the upper path behind the waterfall.

7. The last Scout Fly is found on the bluff near the start of Sentinel Beach — in the grassy area below the Flut Flut Egg.

Scout Fly #1



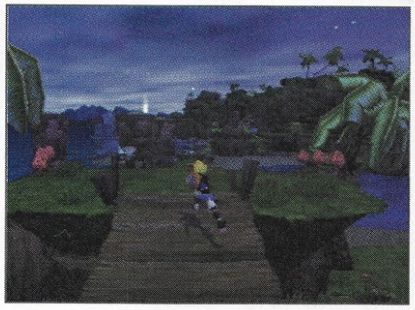
Scout Fly #2

Scout Fly #3

Scout Fly #4

Scout Fly #5

Scout Fly #6



Scout Fly #7

MISTY ISLAND

Having A Great Time!

MISTY ISLAND

SAGE ADVICE

Requirements for Entry:

5 POWER CELLS

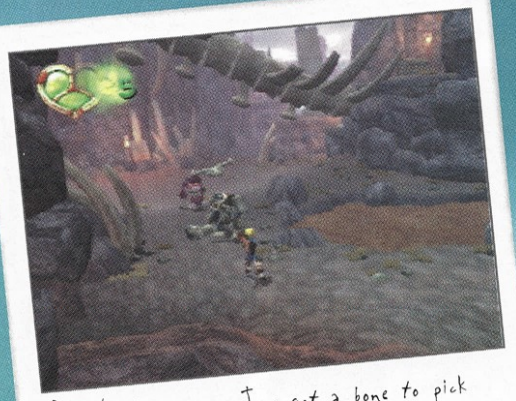
PRECURSOR ORBS: 150

POWER CELLS: 8

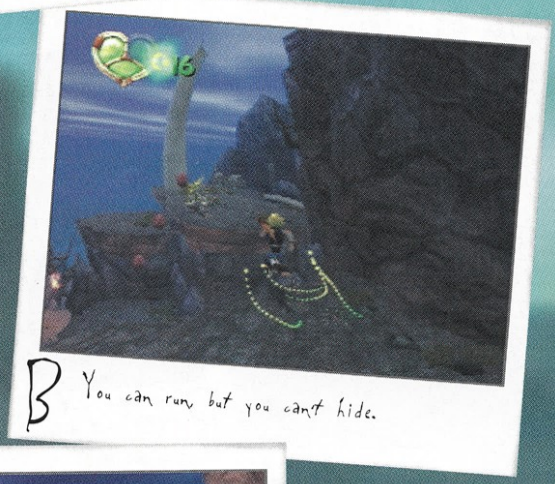
1. Destroy The Balloon Lurkers
2. Use Zoomer To Reach Power Cell
3. Climb The Lurker Ship
4. Stop The Cannon
5. Defeat Lurker Ambush In Arena
6. Use Blue Eco To Reach Power Cell
7. Free 7 Scout Flies
8. Catch The Sculptor's Muse

The Fisherman's powerboat will become available to us after Jak has caught his limit on the river by the Forbidden Temple (see "Catch 200 Pounds Of Fish" in the Forbidden Jungle chapter). With it, we can make our way to Misty Island. If you remember, the Sculptor in Sandover Village needs us to find his Muse and bring it back to him. When we arrive on Misty Island, his Muse (a squirrel that, if I may say, is hot, hot, HOT!) will probably be one of the first creatures that we run into. While we can certainly try to capture it first, we will not be able to claim the Power Cell from the Sculptor until we get back to Sandover Village. A word of caution about Misty Island – there are some tricky jumps from land mass to land mass in this area – if we fall into the mist below, Jak will deep six and be brought back to life near where the Zoomer docks. You might remember that this is where I fell into the Dark Eco bath – let's not do it again, OK?

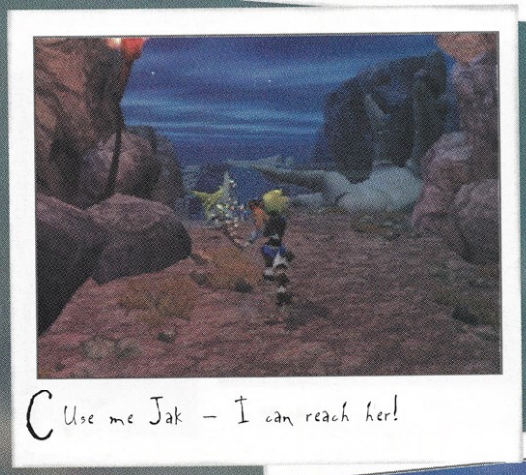
CATCH THE SCULPTOR'S MUSE 1



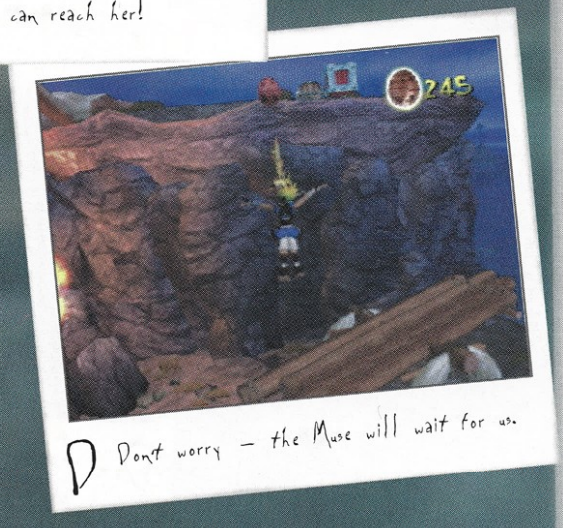
A Yo, Lurker – I've got a bone to pick with you!



B You can run but you can't hide.



C Use me Jak – I can reach her!



D Don't worry – the Muse will wait for us.

A The Fisherman's speedboat can be found at the end of the dock below his hut in Sandover Village. Take it over to Misty Island. When we arrive, use Jak's Jump-and-Dive move to vault up to the higher area on this conveniently placed teeter-totter and rock combo (Jak might also want to Spin while in mid-air to snag the Orbs floating above the TT). When we arrive at the higher land mass, we will find a purple Lurker and a new friend of his — the club-wielding Lurker with the bone helmet. This guy will require two hits to finish. Use Jak's first Spin Attack to pop his bone loose, then the second to finish the job. If Jak is too slow in delivering the second hit, he will have to dislodge the bone from his head a second time.

B After dispatching of these fellows, we will find the Muse. We will have to chase it over a predetermined route. The first time through, concentrate on taking care of the enemies that appear along this route — it will make chasing the Muse easier. Besides, the Muse will be kind enough to wait for us at certain points. Along this path, we will also find a large bone that points straight up in the air. A couple of Spin Attacks is all it takes to turn it into a bridge.

C The best strategy for bagging the Muse is to chase it around until we get close, then use a Charge Attack to close the gap and bag it. Although we've captured the Muse, we won't get our Power Cell until we return it to the Sculptor in Sandover Village.

SNAG THE SCOUT FLY

D You will also find that there is a Scout Fly above a second teeter-totter along the Muse's path. Use the TT to get up and claim it.

DESTROY THE BALLOON LURKERS 2

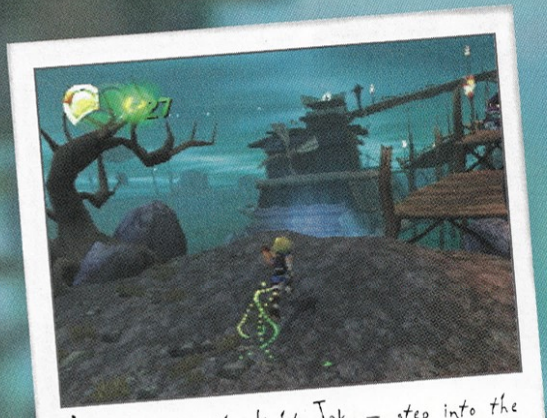
A In order to get this Power Cell, we must first find the Zoomer that Keira has made available to us on Misty Island. From the large skeleton protruding from the rock wall (where we first saw the Muse), head toward the coast. When we get close to the water, we will find a beehive of activity. There are elevated wood walkways here, a couple of large structures in the water (including a docked ship), and objects moving around them.

B We will also find the Zoomer here — at the water's edge, just below the beginning of the elevated wood walkway. Get on it and we'll take a ride. The Zoomer controls couldn't be simpler — the ⊗ button controls acceleration, the R1 button controls jumping (the longer you hold it, the longer you stay in the air), and the Right Analog Stick will let you adjust the camera a little.

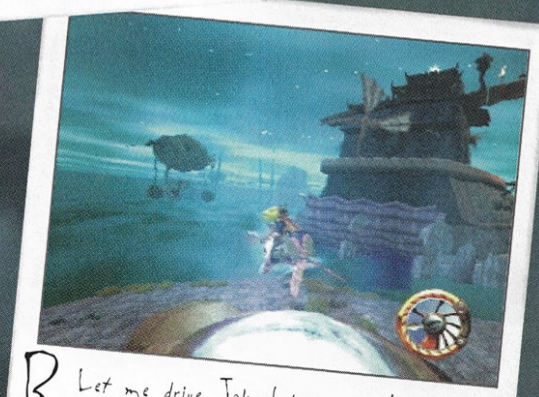
C See the Lurkers powering these funky, pedal-powered balloons? They are our current target. Aim for the pilot himself and try to avoid the spiked balls that are tethered to the balloon — they will hurt, muy mucho. There are a total of 6 Lurker pilots/balloons that must be destroyed. When we take out the last one, a Power Cell will appear in the underbelly of the large wood ship docked in the middle of this body of water.

OBTAIN THE ORBS UNDER THE SKELETON

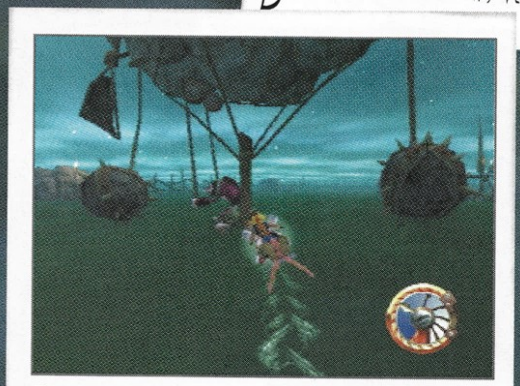
D You may also notice a large skeleton that Jak can pilot the Zoomer through. Drive through it and we will find a number of Orbs.



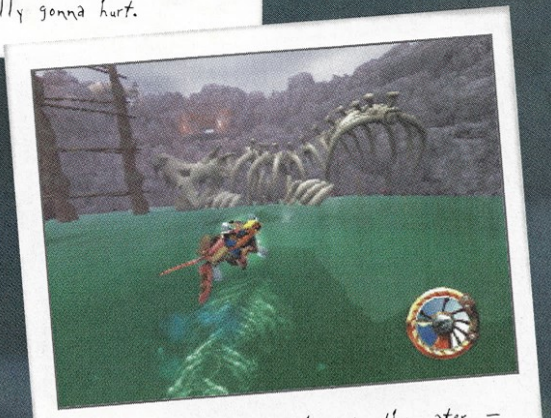
A Step into the light Jak – step into the light.



B Let me drive Jak, let me drive!

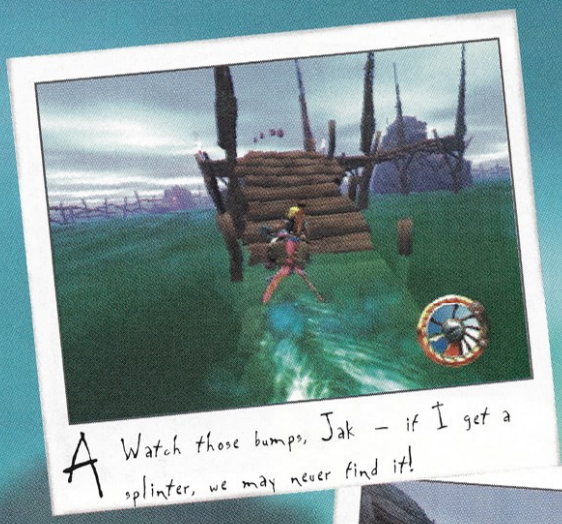


C Oh... THIS is really gonna hurt.

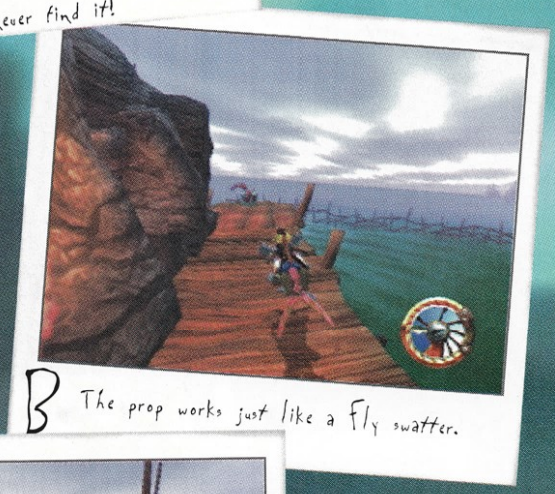


D There must be something in the water – he don't look too good.

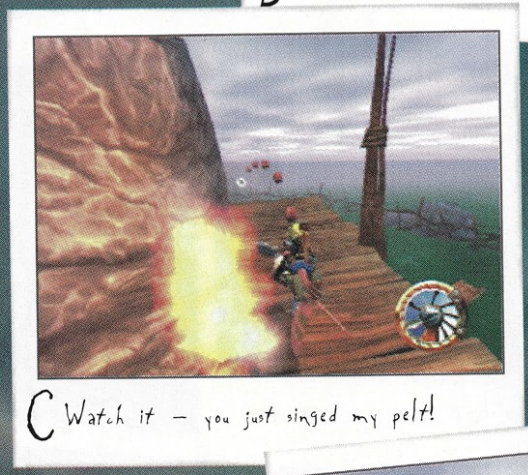
USE ZOOMER TO REACH POWER CELL 3



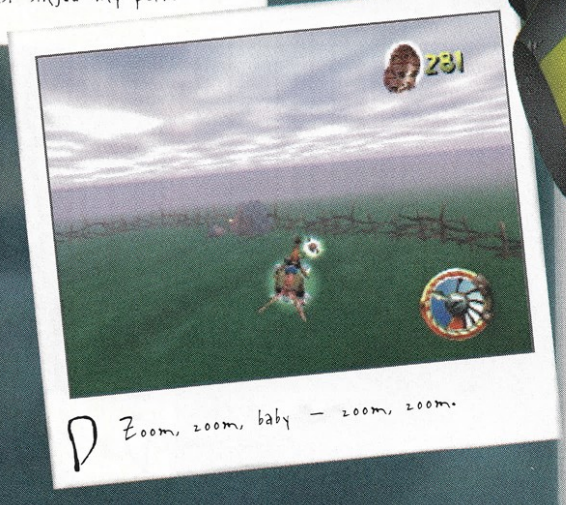
A Watch those bumps, Jak – if I get a splinter, we may never find it!



B The prop works just like a fly swatter.



C Watch it – you just singed my pelt!



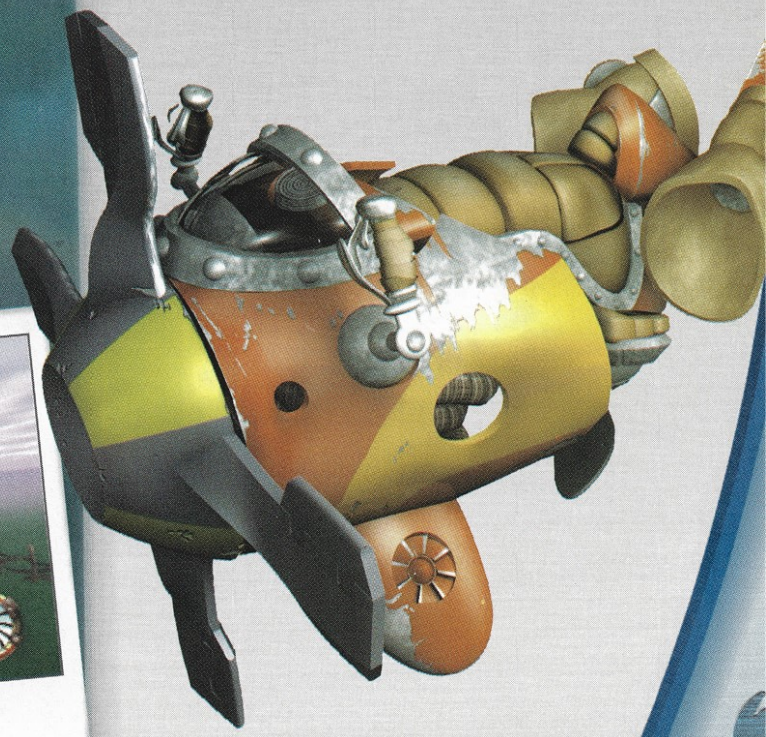
D Zoom, zoom, baby – zoom, zoom.

A While Jak is piloting the Zoomer, how about exploring the wood ramps surrounding the lone rock in this body of water? We will find a number of Orbs floating above the water at the top of the ramp if we head straight thorough the path intersection (use the Zoomer's jump and glide ability to snag the ones further away from the ramp's edge).

B If we turn right at the wood ramp intersection, then head straight past the rock and next intersection, we will find more Orbs hanging out above the water at the edge of this ramp, and a Scout Fly on it.

C Now, if we take a hard left at the rock, we will be able to gather a few more Orbs high above the water.

D We will also snag a Power Cell!



CLIMB THE LURKER SHIP 4

A Except for the Dark Eco, Misty Island is pretty cool.

B That bridge up there leads to the Cannon.

C That tusk bridge leads to the Arena.

D Thar she blows – the Power Cell!

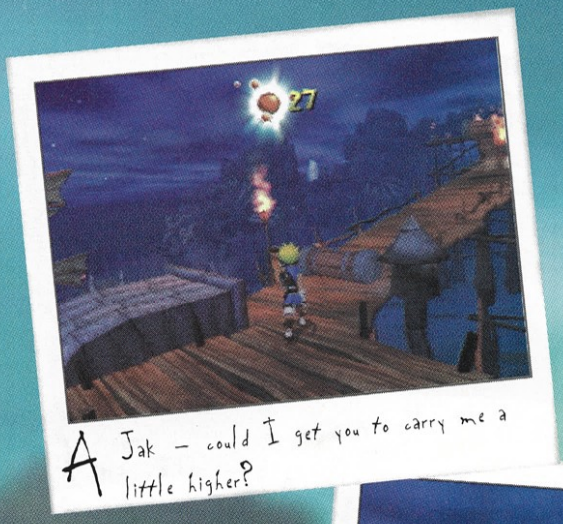
A Find your way to the elevated wood walkway next to the water's edge and the Zoomer Trans Pad.

B Head up the walkway and we will make our way to the top of the large wood ship.

C On the ship's deck, we will find a purple Lurker, a number of Orbs, and another Scout Fly.

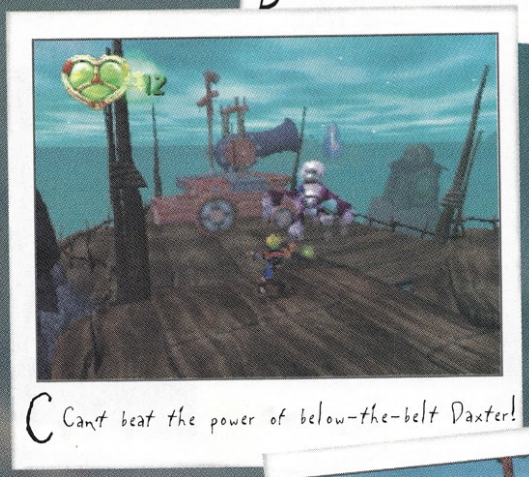
D And, as we find our way to the top of the ship, a Power Cell.

STOP THE CANNON 5

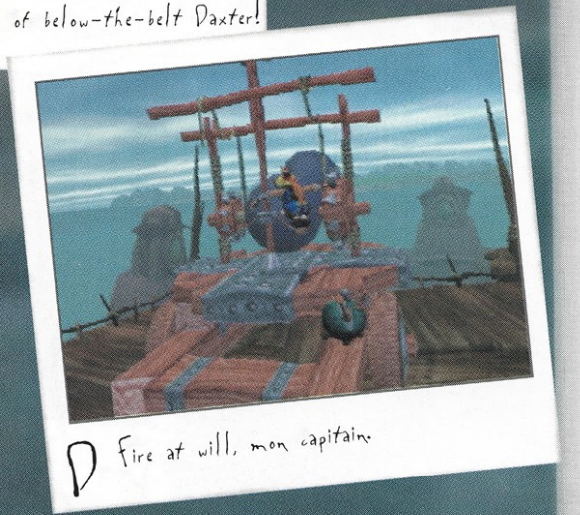


A Jak – could I get you to carry me a little higher?

B On second thought – lower, Jak, lower!



C Can't beat the power of below-the-belt Daxter!



D Fire at will, mon capitain.

A Head to the wood ship that is in the harbor, at the end of the elevated wood walkway by the Zoomer Trans Pad. At the top of the ship, we will find another elevated wood walkway — this one featuring a series of rolling and bouncing Dark Eco Barrels.

B We are going to have to make our way up this ramp, avoiding the Dark Eco Barrels as we go. Jump the rolling ones, and run under the bouncing ones (time them by watching their shadows). We will find a couple of rest areas off the path as we make our way to the top. One of them is home to a Scout Fly.

C At the top, we will find two purple Lurkers. One of them will immediately attack. The other is manning the cannon. He will come after us as well. Take care of him and a Power Cell will spring forth.

USE THE CANNON TO BREAK THE ARENA CRATES

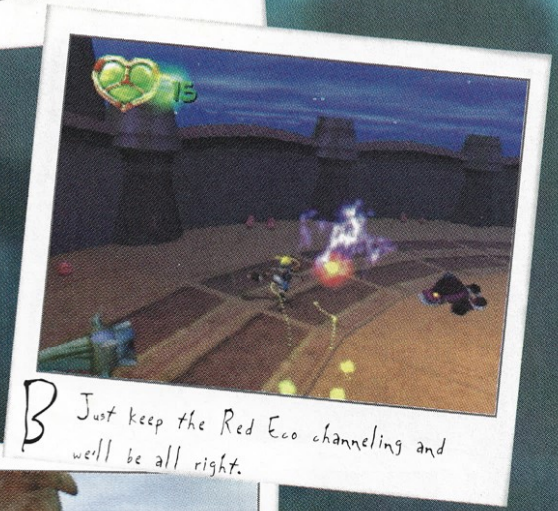
D You might want to have Jak take control over the cannon while we're up here. Grab the controls. You see the 5 steel crates along the back wall of what appears to be an arena of some sort? Have Jak fire the cannon at them to destroy them — revealing a number of Precursor Orbs. We can retrieve them later, once we have found our way into the arena (see "Defeat Lurker Ambush In Arena).

DEFEAT LURKER AMBUSH IN ARENA

A To get to the Arena, we first have to travel to the ship's deck — at the end of the elevated wood walkway at the water's edge — adjacent to the Zoomer Trans Pad. At the bow of the ship, we will find a wood bridge tied to the ship at two bone posts. Cross this bridge to reach the area that leads to the Arena. At the end of this area, we will find the Precursor Door that leads in to the Arena (you might also notice a Precursor Orb Cache along the way). We will also find some Blue Eco, and a little bit of Red Eco — it will give Jak more attack power and he will be able to beat the bone Lurkers that protect the Precursor Door with one Spin Attack. Run through the Blue Eco near the Door to activate it, then head inside.

A With Red Eco, I do a lot less spinning.

B Once in the arena, we will find that the Precursor Door locks behind us (as does the one on the opposite side of the Arena). This can't be good! Nope, it isn't! Lurkers come from all angles and begin to attack. Luckily, some of them will release Red Eco when they are hit — making our job a little easier. Eventually, we will finish off the last Lurker, then we can concentrate on picking up all the Orbs around the Arena. A set of stairs will magically appear in the Arena, leading up to the Power Cell. Don't forget to get the Orbs along the wall. You might remember that they were in steel crates before Jak opened them with the cannon (see "Stop The Cannon").



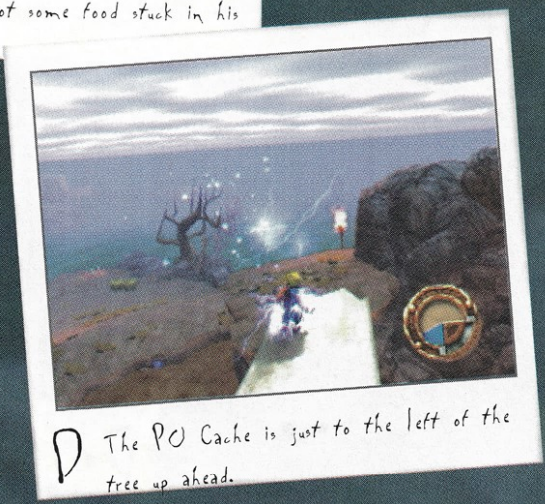
B Just keep the Red Eco channeling and we'll be all right.

OPEN THE ORB CACHE OUTSIDE THE ARENA

C Before we head inside the Arena, how about opening that Precursor Orb Cache we passed earlier? First, run Jak through the Blue Eco next to the Precursor Door. Then, drop down to the beach by running off of the cliff in front of the giant jaw bone that is opposite the Arena and Precursor Door. There are some Orbs down here, as well as another Blue Eco. Get it, then jump up on the steps to snag another Blue Eco, then back up to the area's main path.

C Check it — He's got some food stuck in his canines.

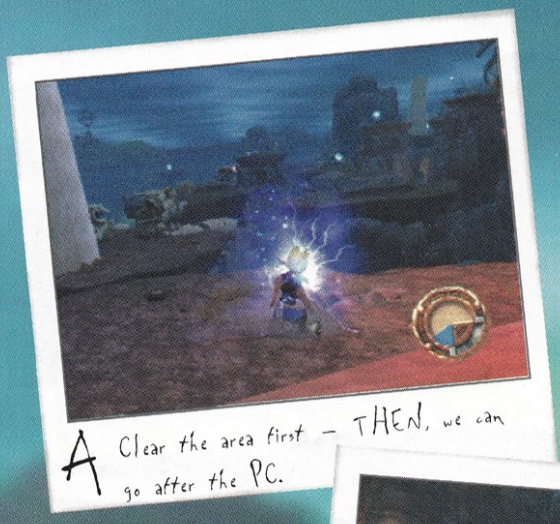
D From here, run and jump up to the higher platform (featuring a large bone pointing toward the sky) and through its Blue Eco. Quickly use Jak's Spin Attacks to turn the bone into a bridge, then cross it and make a mad dash for the Precursor Orb Cache. If Jak still has a little juice left on his Blue Eco Meter, we will find a cornucopia of Orbs waiting for us. If not, we will have to try again.



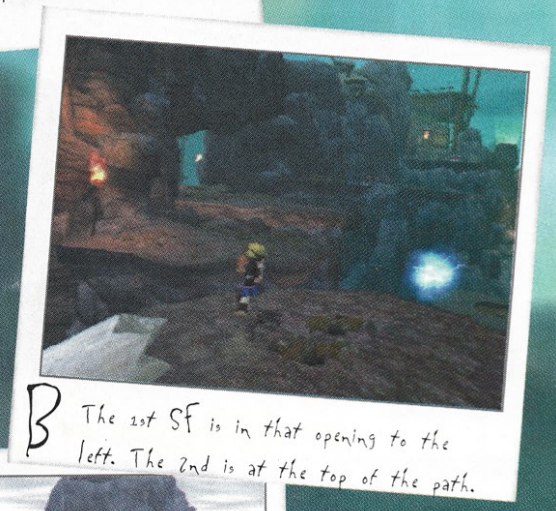
D The PO Cache is just to the left of the tree up ahead.

PRIMAGAMES.COM

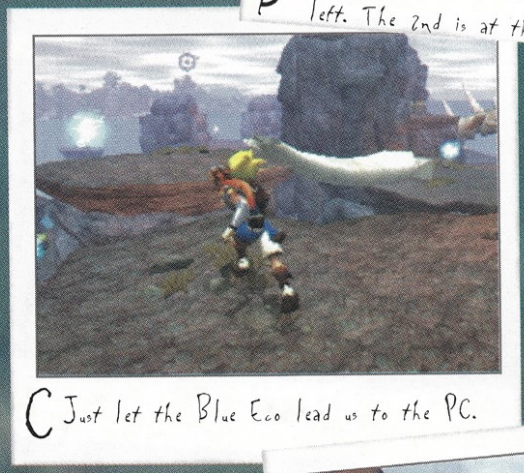
USE BLUE ECO TO REACH POWER CELL 7



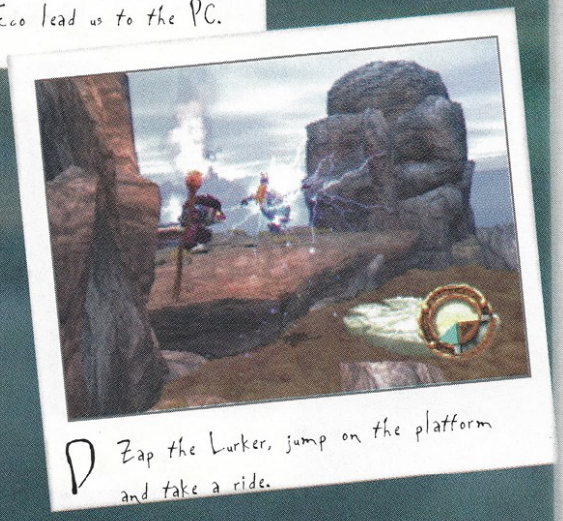
A Clear the area first – THEN, we can go after the PC.



B The 1st SF is in that opening to the left. The 2nd is at the top of the path.



C Just let the Blue Eco lead us to the PC.



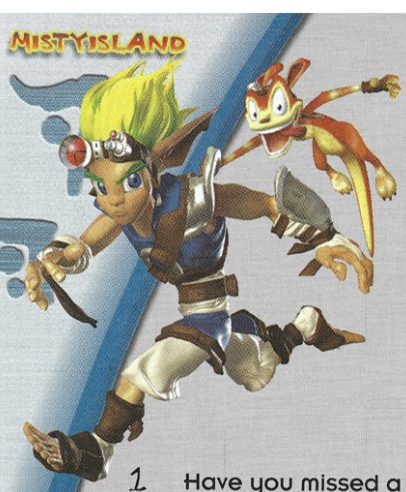
D Zap the Lurker, jump on the platform and take a ride.

A From inside the Arena, head through the Precursor Door opposite the one that we used to gain entrance to the Arena (See "Defeat Lurker Ambush In Arena"). When we arrive outside, we will find a number of isolated rock platforms, Lurkers and a lot of Blue Eco. We are going to use the Blue Eco to activate a Blue Eco platform. But, before we do, why don't we clear the area of all Lurkers? It will make the task that much easier. There are also a number of Orbs lying around here, as well as two big bones that we might as well turn into bridges. In addition, we will want to locate the Blue Eco Platform (with the Power Cell off in the distance). Knowing where it is will make the race that much easier.

B Also, find the large cliff wall that eventually runs into the Arena. If we follow the high path along this wall, we will find an opening that is protected by a purple Lurker. It also is home to a Scout Fly (and a few Orbs). If we continue further up the cliff wall, we will cross a path that collapses under Jak's feet (featuring three Orbs) and, at the top, another Scout Fly.

C OK, now that we've got THAT business out of the way, let's get that Blue Eco Platform activated. Start by running through the Blue Eco that is located on the high platform now connected to the next by the bone bridge that we just created (toward the cliff wall from the Blue Eco Platform). From here, you can see that the next Blue Eco is just across the bone bridge — on the next land mass. After we run through the second Blue Eco, drop down off the platform, to the left and we will land on a third Blue Eco.

D Now, turn and jump toward the platform that features a fireball Lurker submerged in the ooze. From here, jump to the next platform (there is another ooze pool here), then across to a floating rock in an ooze pool. The Blue Eco Platform is just to the left, protected by a Purple Lurker. If Jak still has a single tick of Blue Eco on his meter, he will activate the Platform. If not, we will just have to try again. Once the Blue Eco Platform is activated, ride it over to the isolated platform and snag the Power Cell.



FREE 7 SCOUT FLIES

1. Have you missed a Scout Fly crate as we made our way around Misty Island? Fear not — I have this easy reference for you, fly-by-fly! The first Scout Fly can be found on a ledge that is reached via a teeter-totter — along the route where we chased down the Sculptor's Muse (see "Catch The Sculptor's Muse").

2. The second Scout Fly on Misty Island can be found by using the Zoomer and piloting it on the wood ramps in the middle of the bay (see "Use Zoomer To Reach Power Cell").

3. The third Scout Fly is found on the deck of the large wood ship located in the bay, by the Zoomer Trans Pad (see "Climb The Lurker Ship").

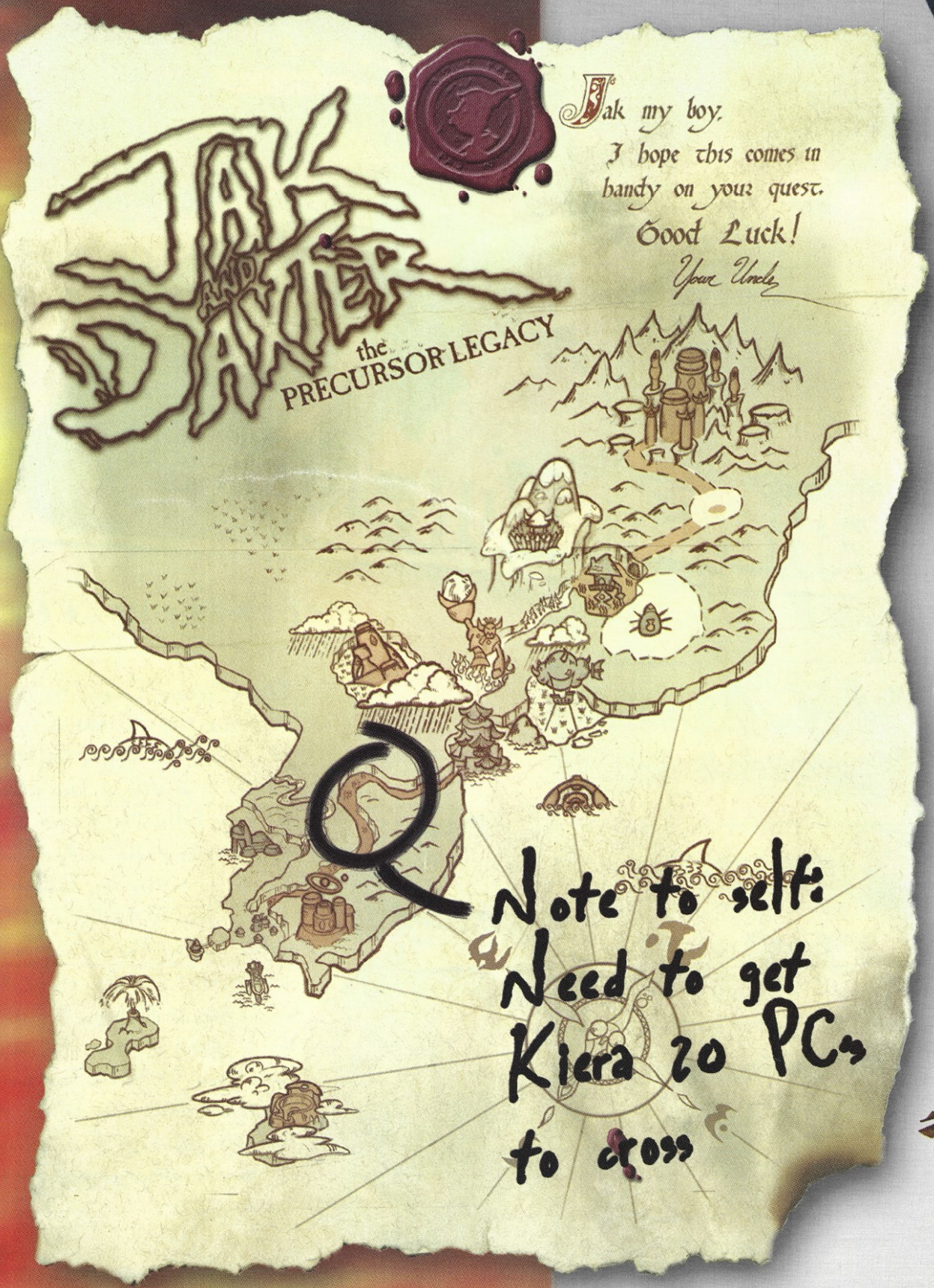
4. Scout Fly number four is located in a small rest area off of the wood ramps that connect the top of the large wood ship in the bay to the cannon platform above the ship (see "Stop The Cannon").

5. The fifth Scout Fly is located along the path that leads from the bow of the ship's deck to the Arena. It is high on a cliff and accessed via a teeter-totter (see "Defeat Lurker Ambush In Arena").

6. Scout Fly number six is found at a point high along the cliff wall opposite the Blue Eco Platform that is along the coast, above where the Fisherman's powerboat brought us to the island (see "Use Blue Eco To Reach Power Cell").

7. The seventh, and last, Scout Fly on Misty Island is found just past #6, on a cliff that looks over a Precursor Door that is one of the entrances to the Arena. (See "Use Blue Eco To Reach Power Cell").

FIRE CANYON


Jak my boy.
I hope this comes in handy on your quest.
Good Luck!
Your Uncle
JAK AND DAXTER
the PRECURSOR LEGACY
Note to self:
Need to get
Kiera to PC
to cross

Wish You Were Here

FIRE CANYON

SAGE ADVICE

Requirements for Entry:

20 POWER CELLS

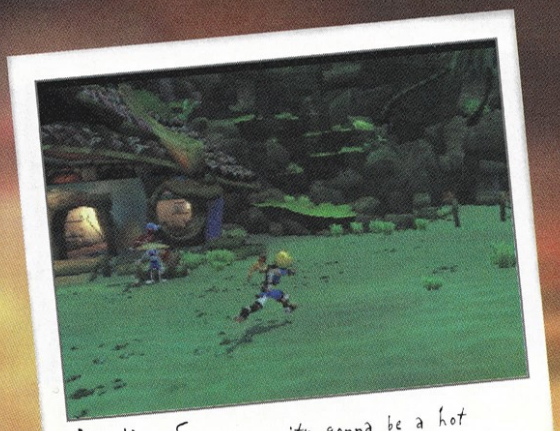
PRECURSOR ORBS: 50

POWER CELLS: 2

1. Free 7 Scout Flies
2. Reach The End of Fire Canyon

Keira's A-Grau Zoomer, the flying contraption that will take us over the hot peril of Fire Canyon, will become available to us after we have gathered 20 Power Cells. The Zoomer controls here just like it does in Misty Island. The key is to keep the Zoomer's heat shield cool while traveling over the molten lava bed that is Fire Canyon. If the shield hits 500 degrees, it's over and we have to try again. We can do this by staying on ramps when we can, jumping over hot, yellow lava, and taking advantage of the cooling balloons that litter the pathway to Rock Village – our ultimate destination at the end of Fire Canyon.

REACH THE END OF FIRE CANYON



A Hey, Farmer – it's gonna be a hot time in the old town tonight!

B Dark Eco crates are really bad – Cooling Balloons are really good.

C I wear fur in the Summer because I sacrifice comfort for style.

D Just ahead, Rock Village – home of the Blue Sage.

A The path to Fire Canyon is located just past the Yakow Farmer's hut — along the cliff wall. Climb up the cliff wall and we will come to a path that leads us to the Zoomer. When we arrive at the Zoomer Trans Pad, Keira will appear and explain what's what. After we're finished with the conversation, get on the Zoomer. To get this Power Cell, all we have to do is make it safely to the end of Fire Canyon.

B To do so, we will need to take advantage of the cooling balloons that Keira has released for us. If the Zoomer gets too hot, we will crash and have to try again.

C In addition, we will want to take advantage of all ramps that will keep us off the hot stuff, avoid hot flowing lava (the yellow stuff), and bounce off of Lurkers to cross pits and stay cool.

D At the end of Fire Canyon, we will find the Transpad. The Power Cell is floating above it. Hop off the Zoomer and savor the cool, green grass. Rock Village lies just ahead.

FREE 7 SCOUT FLIES 2

Scout Fly #1

Scout Fly #2

Scout Fly #3

Scout Fly #4

Scout Fly #5

Scout Fly #6

Scout Fly #7

1. We will want to begin by hitting the first cooling balloon we come across. The first Scout Fly can be found just past it.

2. The second Scout Fly crate is just past a lava flow after a long, narrow path between two lava pits.

3. Scout Fly number three is hiding behind a large lava flow on our left.

4. Scout Fly number four can be found on a narrow path that contains two Green Eco chests and a steel crate full of Orbs.

5. Scout Fly number five is just past #4, in front of a lava pit on the right.

6. Just beyond a large lava pit is a Blue Eco Vent. We will have to use a purple Lurker to jump over the pit. The sixth Scout Fly is just past the Vent.

7. The seventh, and final, Scout Fly in Fire Canyon can be found on a narrow path just before we reach the Zoomer Pad and the end of the canyon.

Rock Village

Scenic ROCK VILLAGE

SAGE ADVICE

Requirements for Entry:

21 POWER CELLS

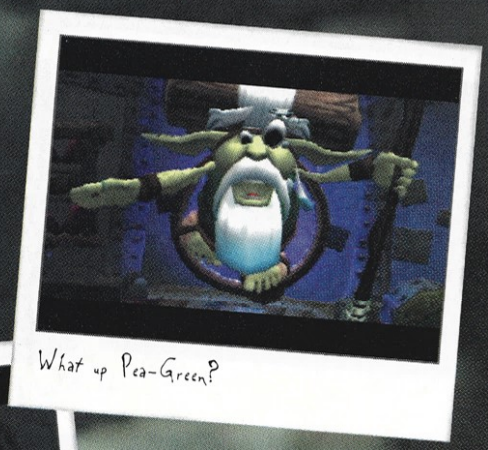
PRECURSOR ORBS: 50

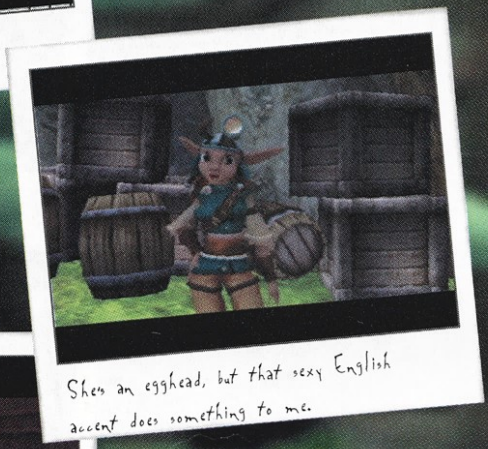
POWER CELLS: 6

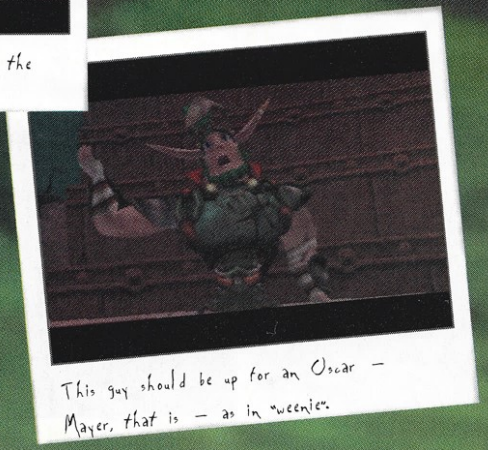
1. Free 7 Scout Flies
2. Bring 90 Orbs To The Warrior
3. Bring 90 Orbs To The Gambler
4. Bring 90 Orbs To The Geologist
5. Bring 120 Orbs To The Oracle
6. Bring 120 Orbs To The Oracle

Rock Village is the center of the next part of our adventure. From this village, we can access the Precursor Basin, the Lost Precursor City, and the Boggy Swamp. Once we have 45 Power Cells in our possession, Keira will be able to activate the levitation machine found just across the water in Rock Village – allowing us access to the Mountain Pass. This is the bridge to the next part of the adventure (via Zoomer) – assuming we can first defeat Klaww! The only Power Cell requiring any kind of strategy in Rock Village is finding the 7 Scout Flies. Although, you might want to give the Warrior his 90 Orbs first, so that we can gain access to Boggy Swamp and the levitation device. Also, both the Gambler and the Warrior can be found in the village's main structure, and the Geologist is just in front of its main entrance.

MEET AND GREET THE GOOD FOLKS OF ROCK VILLAGE







SAMOS HAGAI

While the Green Sage is not a resident of Rock Village, he and Keira are waiting for us to use the Teleport Gate inside the Blue Sage's hut to warp them into Rock Village. When we do, they will discover that the Blue Sage is missing and that Rock Village is being bombarded by boulders. They also discover the Blue Sage's levitation machine. Assuming it is operational, it will require more Power Cells to get it working (45). The Green Sage asks us to pay a visit to the villagers, find out what's going on and report back to him. Speak with the Green Sage one more time and he will tell us about the Dark Eco Infected Plants in the Precursor Basin — and that they can only be healed by spraying them (via the Zoomer) with Green Eco. This will become one of our Power Cell challenges in the Precursor Basin.

KEIRA

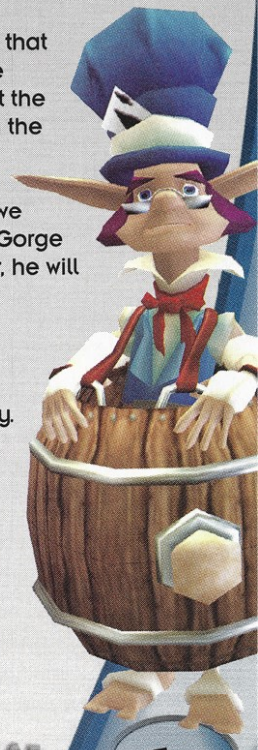
Keira tells us how to get to the Lost Precursor City, across the water — over the coral reef that can be found in the building that houses the Gambler and the Warrior. Apparently, the Lurker sharks can't get at us if we swim over this reef.

THE GEOLOGIST

This very attractive woman of the bunny ear-ed variety needs us to do her a favor — help the poor moles in the Precursor Basin. In addition, she has a Power Cell for us if we can give her 90 Precursor Orbs for her research.

THE GAMBLER

The Gambler has lost his shirt betting that the Warrior could defeat Klaww — the monster that is chucking lava rocks at the village. In order for him to get back in the chips, he needs 90 Precursor Orbs. He will give us a Power Cell in return. In addition, he has a wager for us; If we can beat the record time, racing the Gorge in the Precursor Basin on the Zoomer, he will give us another Power Cell.



THE WARRIOR

The Warrior tells a tale of great misery. Seems he was once responsible for singlehandedly defending the entire village from Klaww, but he was defeated. Although he is reluctant to do it, if we give him 90 Orbs, he will release the pontoons that will allow access over the water to both the levitation device and Boggy Swamp, AND give us a Power Cell.

FREE 7 SCOUT FLIES

1 The first Scout Fly can be found on the deck behind the Blue Sage's hut.

2 The second is on the beach, between the last two rock platforms that we must cross to gain access to Rock Village from the Blue Sage's hut.

3 Scout Fly number three is located behind a lava boulder adjacent to the area where we find the Geologist.

4 The fourth Scout Fly can be found behind the lava boulder that is next to the wood bridge that leads into Rock Village's main building.

5 Scout Fly number five is found on the outdoor deck adjacent to the main building (where we find the Gambler and the Warrior). Enter the building then immediately head down the steps to our right and out to the deck. We will find Scout Fly 5 near the edge of the deck.

6 Scout Fly six can be found by walking down the wood ramp to the left of the Gambler. There is a covered pontoon at the end of it, with # 6 just sitting there.

7 The seventh, and last, Scout Fly to be found in Rock Village is at the entrance to Boggy Swamp. We must first give the Warrior 90 Orbs so that he will release the pontoons that we need to safely cross the water to Boggy Swamp. Without them, the Lurker shark would get us. Jump across the pontoons, then lay claim to the Scout Fly.

Scout Fly #1

Scout Fly #2

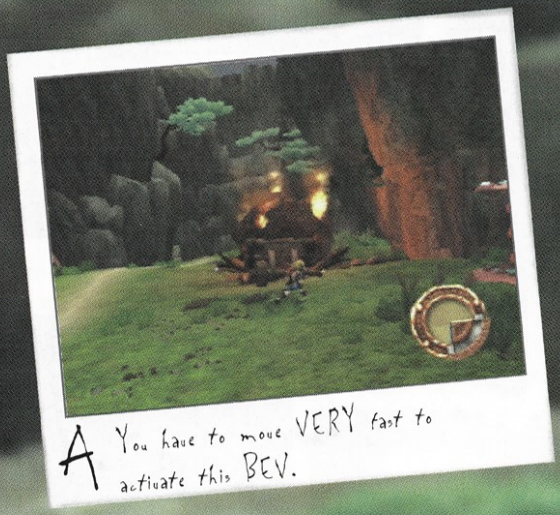
Scout Fly #3

Scout Fly #4

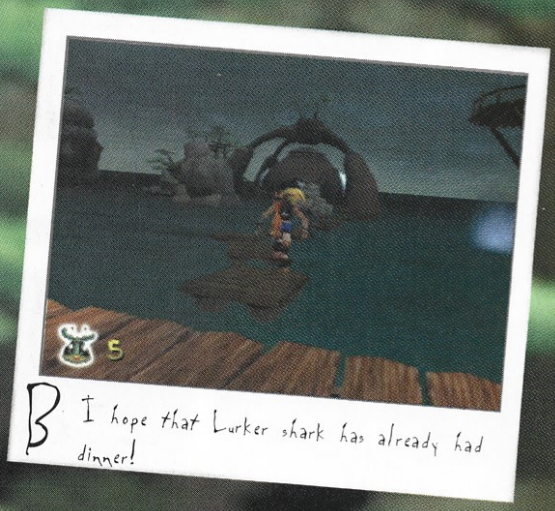
Scout Fly #5

Scout Fly #6

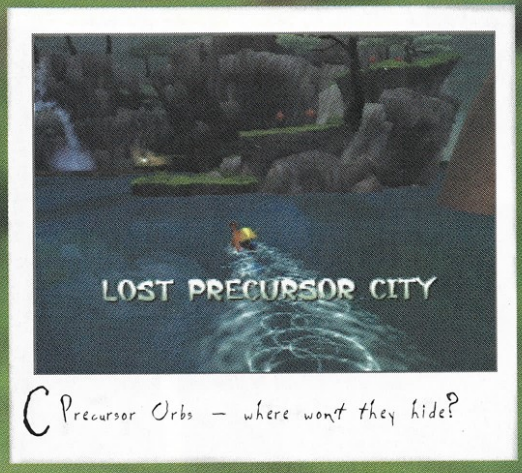
Scout Fly #7



A You have to move VERY fast to activate this BEV.



B I hope that Lurker shark has already had dinner!



C Precursor Orbs – where won't they hide?

GET THE ORBS BEHIND THE GEOLOGIST

A You may notice that there is a Blue Eco behind the large rock that the Geologist stands in front of. Run through it,then head toward a second Blue Eco behind the boulder next to the bridge leading into the main building in town. Run through this and Charge toward the Precursor Orb Cache that is to the left of the Geologist, behind a burning boulder. While it is an extremely difficult challenge, if we execute it perfectly the Orbs will come spewing forth. The key is to make use of Jak's Launch move (while running, hit Crawl (the L1 button), followed immediately by Jump (the ✕ button)) at the last stretch. With this move, we can cover the last few yards VERY quickly.

GET THE ORBS ON THE WAY TO LOST PRECURSOR CITY

B If we hop across the pontoons at the end of the deck where we find Scout Fly #5, we will reach the entrance to Lost Precursor City.

C To the left of the structure is a land mass. Swim over to it, then climb up its cliff steps to find a bunch of Precursor Orbs.

BRING 90 ORBS TO THE WARRIOR 2

A The Warrior can be found inside the main building in town, at the far end. He is to the right of the opening to the water that leads to Lost Precursor City. Although the Warrior is reluctant to release his pontoon bridge, allowing us access to Boggy Swamp and the Levitation device, for 90 Precursor Orbs he will do it.

A Hey tough guy, get a load of these pecs!

BRING 90 ORBS TO THE GAMBLER 3

B The Gambler will give us a PC if we simply give him 90 Precursor Orbs. In addition, we can win another Power Cell from him if we beat the record time in the Gorge in the Precursor Basin (this race won't be available until we've spoken to him). It would seem to make sense that we go to Precursor Basin first, then come back with the victory AND the 90 Orbs.

B Uh, Jak – he pulled the PC from INSIDE the barrel – no touchie!

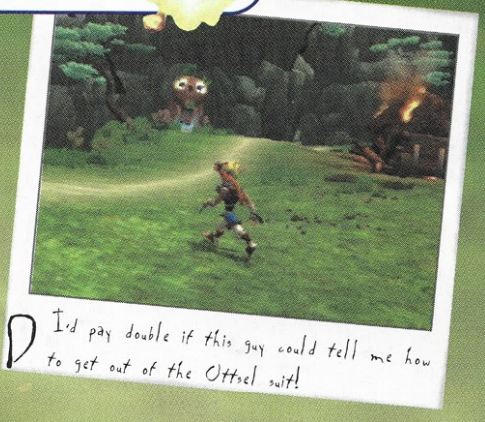
BRING 90 ORBS TO THE GEOLOGIST 4

C The Geologist will part with a Power Cell if we can give her 90 Orbs so that she can continue her research. In addition, she wants us to help herd some moles (like we don't have anything better to do) in Precursor Basin. For that, we would receive another PC (we won't be able to accomplish this unless we speak with her first). As with the Gambler, let's go to the Precursor Basin first, then return with Orbs and the Moles herded to get both PC's.

C OK sister – we've got the goods and the moles are safe – give us the booty.

BRING 120 ORBS TO THE ORACLE 5+6

D Like the Oracle in Sandover Village, this one has two PC's for sale — but they ain't cheap — 120 Precursor Orbs each! Once we have the coin, we can drop it in ol' scary voice's machine.



D I'd pay double if this guy could tell me how to get out of the Ottsel suit!

PRECURSOR BASIN

Exciting Times

PRECURSOR BASIN

SAGE ADVICE

Requirements for Entry:

21 POWER CELLS

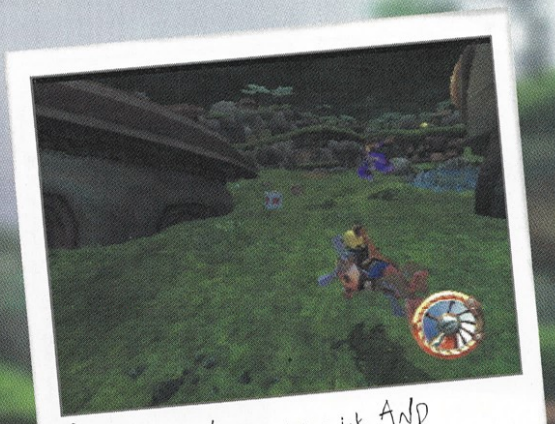
PRECURSOR ORBS: 200

POWER CELLS: 8

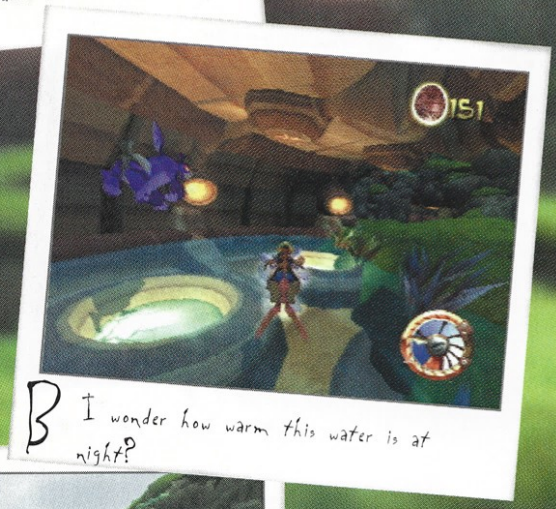
1. Catch The Flying Lurkers
2. Cure Dark Eco Infected Plants
3. Get The Power Cell Over The Lake
4. Navigate The Purple Precursor Rings
5. Navigate The Blue Precursor Rings
6. Free 7 Scout Flies
7. Herd The Moles Into Their Hole
8. Beat Record Time On The Gorge

We will find the Precursor Basin at the end of the path in Rock Village that leads past the Geologist. The Precursor Basin will be navigated ENTIRELY on the A-Grav Zoomer. In the case of this area, we can really accomplish the 8 Power Cells in any order, with the exception of the Blue Precursor Rings, which will not appear until we get the Power Cell for completing the Purple Precursor Rings. We will not receive the Power Cells for Beating) The Record Time On The Gorge, or Herding) The Moles Into Their Hole until we go back to Rock Village and speak with the Gambler and the Geologist, respectively.

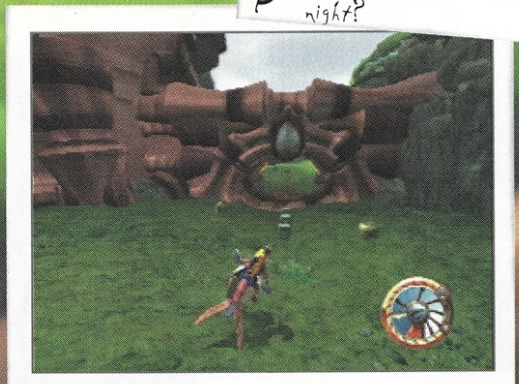
CATCH THE FLYING LURKERS



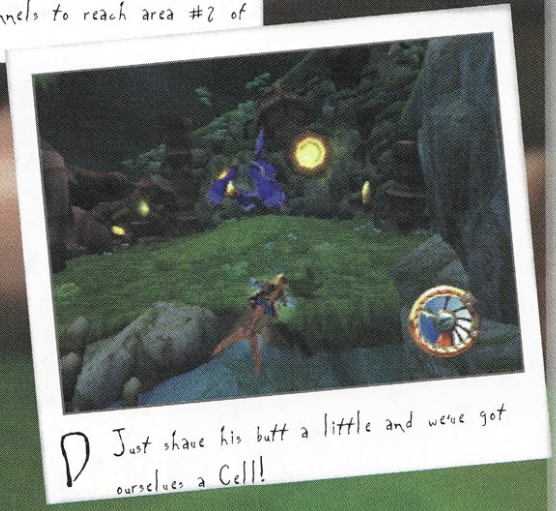
A These purple guys are quick AND nimble.



B I wonder how warm this water is at night?



C Enter one of two tunnels to reach area #2 of the PB.



D Just shave his butt a little and we've got ourselves a Cell!

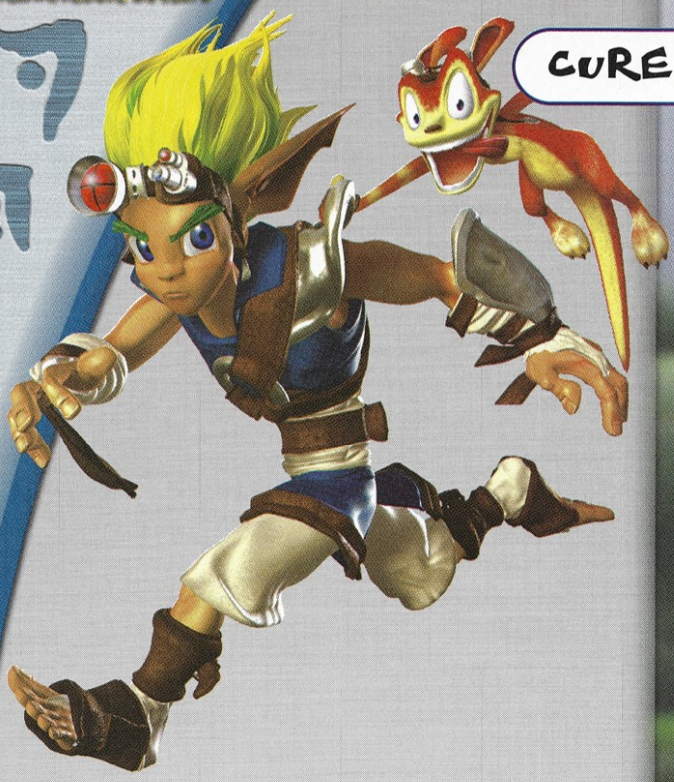
A Obtaining this Power Cell is merely a test of your speed and coordination on the Zoomer.

B We simply need to follow all four flying Lurkers and memorize their individual paths. Two of the Lurkers hang out in the first area of the Precursor Basin that we find. They will stay in this area on their flight patterns. The trick to bagging them is to try to cut them off from the inside as they are making a turn.

C Once we have the first two, cross to the other side of the Precursor Basin through either tunnel (they are on either side of the water). In the next area, locate the other two Lurkers and take care of them.

D Once we have chased down all four, the Power Cell will be ours!

CURE DARK ECO INFECTED PLANTS 2

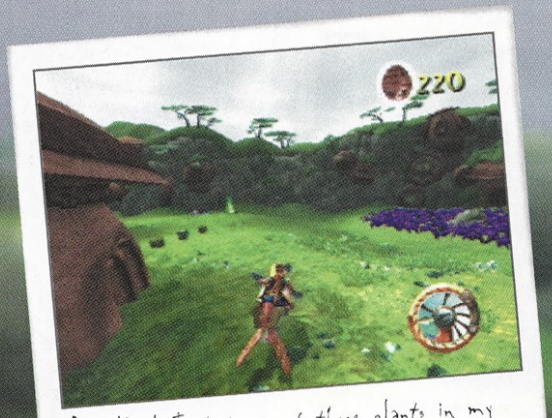


A This is a pretty easy process — all it requires is a little patience. First, find the Dark Eco Infected Plants in area #2 (the area farthest from the Zoomer Trans Pad).

B Then, locate the Green Eco Vent and run through it. This will give us a certain amount of time to dust the infected plants.

C Pilot the Zoomer over the infected area and spray the plants. The plants will continue to grow, but we can get rid of them faster than they can reproduce. When the Green Eco meter is running low, simply head back through the Vent and hit the infected plants again.

D Repeat this process until all of the infected plants are gone and the healthy plant spits out the Power Cell.



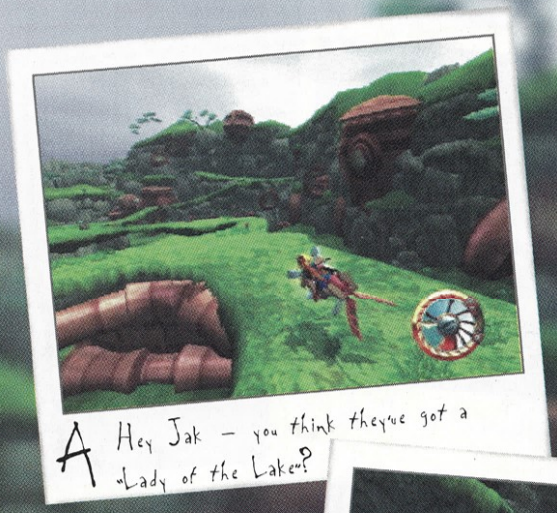
A Hey! I had one of those plants in my dorm room at college.

B They call me the "Weed-reaper".

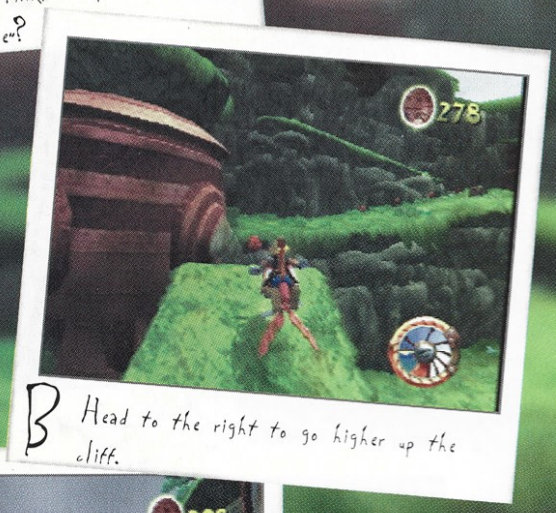
C A sprinkle a day helps keep nasty Eco away.

D Ain't it pretty? And, it barfed out a Cell — cool!

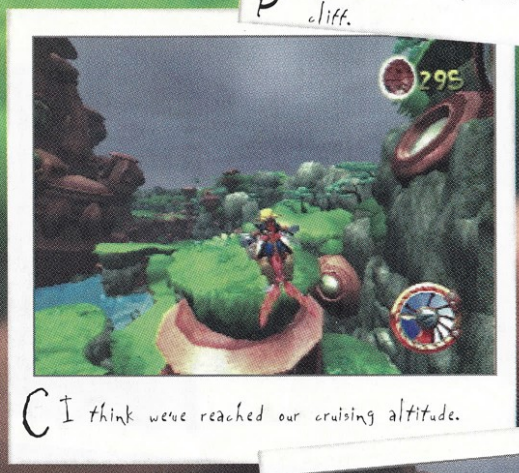
GET THE POWER CELL OVER THE LAKE 3



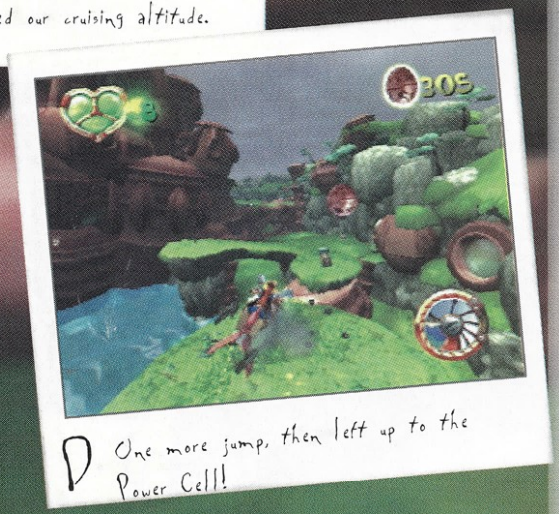
A Hey Jak – you think they've got a "Lady of the Lake"?



B Head to the right to go higher up the cliff.



C I think we've reached our cruising altitude.



D One more jump, then left up to the Power Cell!

A In order to nab this Power Cell, we must begin by finding the ramp and overpass next to the Green Eco Vent (and Infected Dark Eco Plants) and head up the ramp. At the top of the ramp, we will find that there is a large roundabout. Simply navigate around it. Then, follow this upper path until it ends.

B Now, jump to the next land mass, then quickly jump again to the next platform and the cliff wall. Here, we will have a choice of going left or right. Take the right path that will lead us higher up the cliff.

C At the top, we will find ourselves faced with a tricky series of four jumps from isolated platform to isolated platform that will lead us to a larger land mass. While these jumps are tricky, just be patient and don't overreact — they are not as hard as they seem.

D When we hit the last platform (the one with the Scout Fly crate on it), hit the brakes and quickly turn to our left to spy the Power Cell floating over the lake. Line up the Zoomer, then gun it toward the edge of the path. Jump as we hit the end and hold down on that Zoomer jump button the **R1** button. Do it right, and the Power Cell is ours. Do it wrong — and we can just try again!

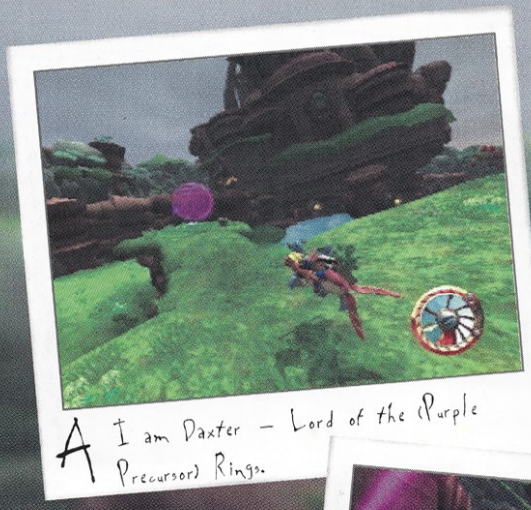
NAVIGATE THE PURPLE PRECURSOR RINGS 4

A The first Purple Precursor Ring can be found at the top of the ramp and overpass in the first area of the Precursor Basin (where we find the Moles — there is a Scout Fly crate right in front of the Ring). Head through it, then straight through the tunnel. Remember, we only have a short amount of time to find each successive PPR. We can miss a Ring and still have a little time to turn around and try again — but it becomes very difficult when we do. If only ONE PPR disappears before we go through it, we will have to start the entire process over again.

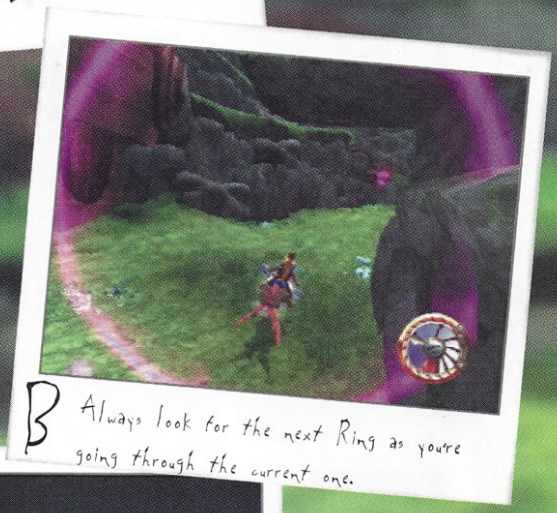
B There are over 20 Purple Precursor Rings that we must negotiate — just be patient and manipulate the camera, via the Right Analog Stick, so that you can find the next Ring as you are going through the current one. Let the Rings lead you on your path to the Power Cell.

C Eventually, we will come to a Ring that is floating in the air, to the left of the upper path. We will have to jump off the edge of the path to make it through the Ring.

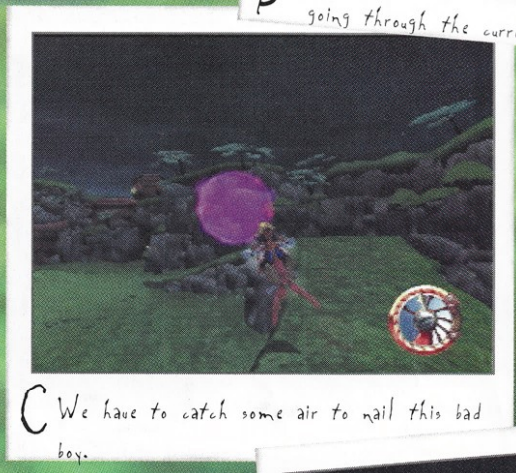
D Now, go through the tunnel past this floating Ring (and one other) and we'll be on the home stretch. Head around the circular path (roundabout) up here and jump off of it to snag the final PPR and the Power Cell.



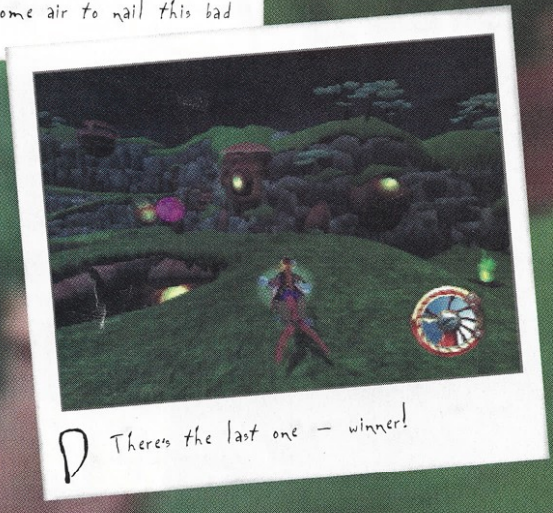
A I am Daxter — Lord of the Purple Precursor Rings.



B Always look for the next Ring as you're going through the current one.



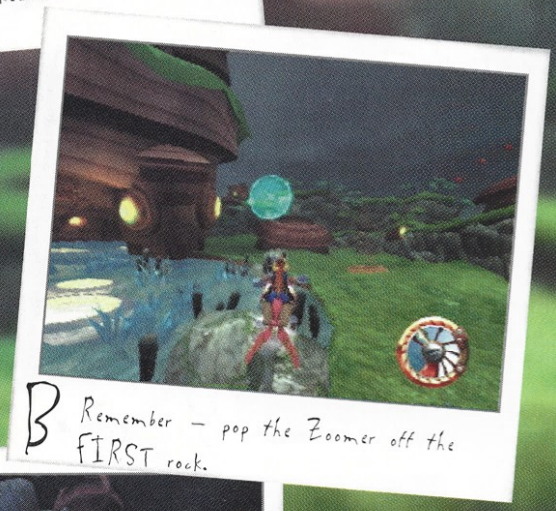
C We have to catch some air to nail this bad boy.



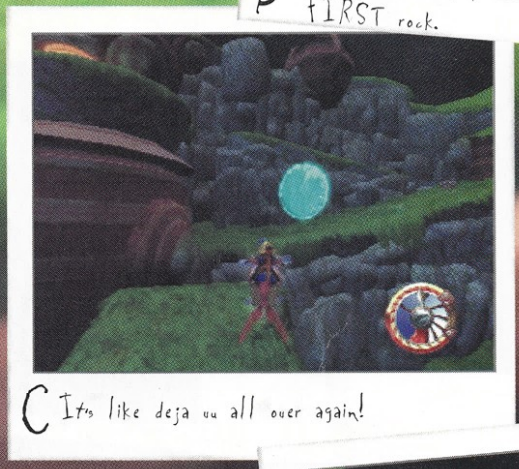
D There's the last one — winner!

NAVIGATE THE BLUE PRECURSOR RINGS

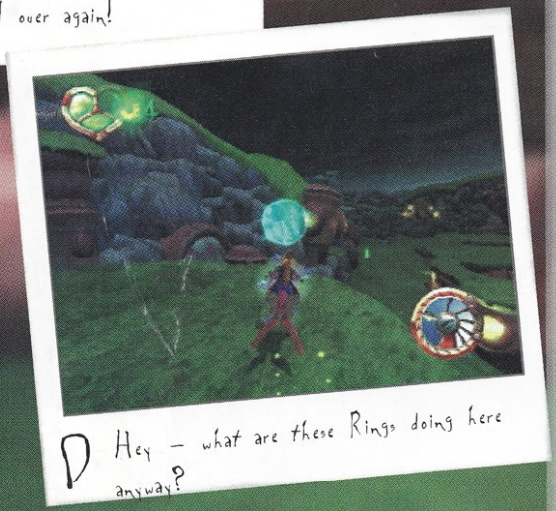
A Boy, they sure tucked this one away but good.



B Remember — pop the Zoomer off the FIRST rock.



C It's like deja vu all over again!



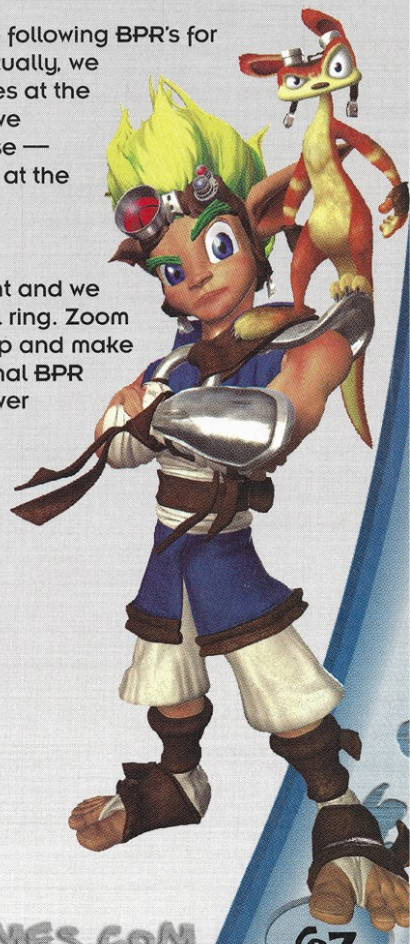
D Hey — what are these Rings doing here anyway?

A Once we've successfully gone through the Purple Precursor Rings, the Blue ones will appear. We can find the first one in the second area of the Precursor Basin (with the Green Eco Vent and Dark Eco Infected Plants) by heading up the ramp in this area, past the roundabout and jumping across to the next platform. When we jump over to the cliff wall and come to the intersection, head to the left. We will immediately see the first Blue Precursor Ring (with a Scout Fly Crate in front of it). Jump through it and the race begins.

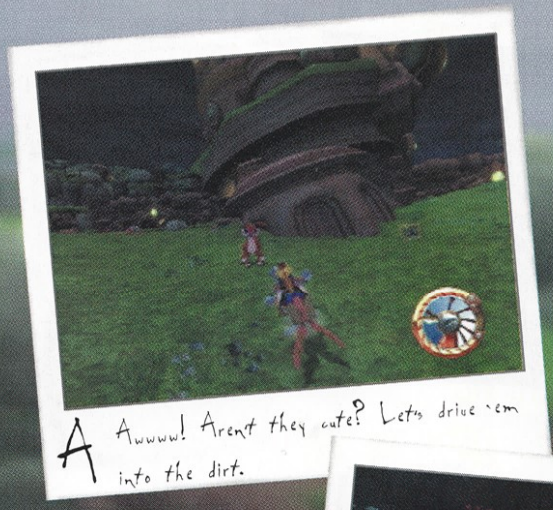
B As with the PPR's, just follow the Rings and let them lead you. After a few Rings, you will come to a BPR floating above a rock on the water. We are going to have to launch off of the rock IN FRONT of this rock and the Ring, jumping as we do, to make it through the BPR.

C We will continue following BPR's for a little bit. Eventually, we will find ourselves at the cliff wall where we began this chase — with a BPR right at the wall.

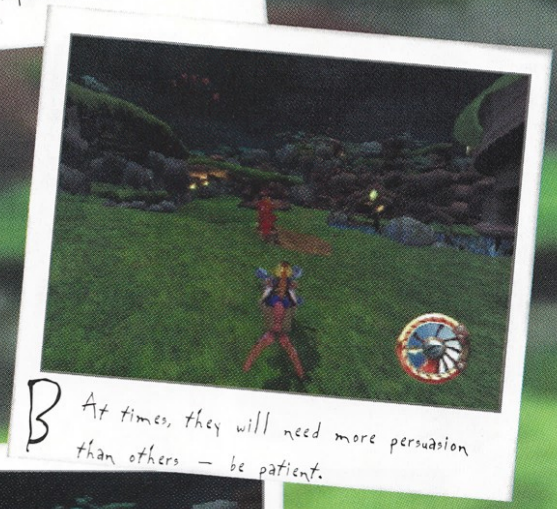
D Take a hard right and we will spy the final ring. Zoom off the cliff, Jump and make it through the final BPR to claim the Power Cell.



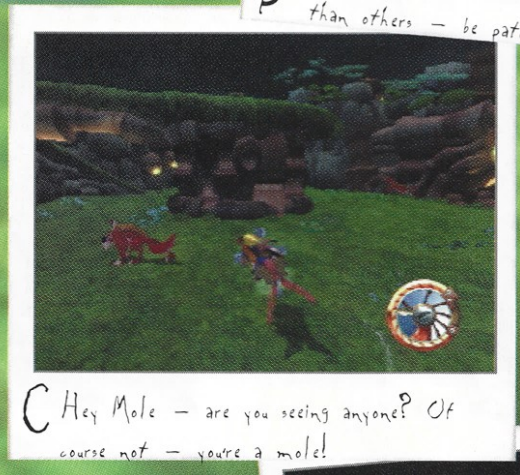
HERD THE MOLES INTO THEIR HOLE



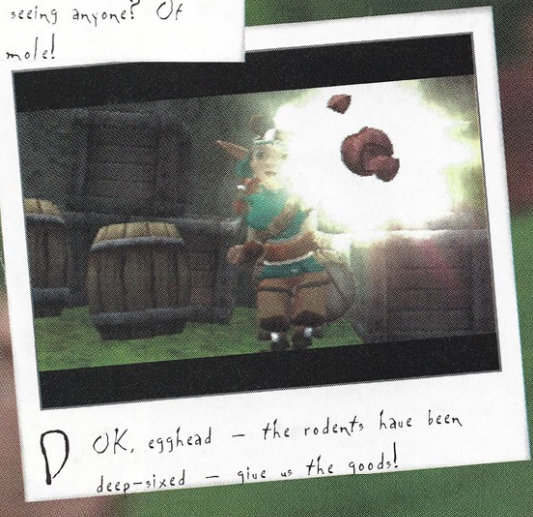
A Awwww! Aren't they cute? Let's drive 'em into the dirt.



B At times, they will need more persuasion than others — be patient.



C Hey Mole — are you seeing anyone? Of course not — you're a mole!



D OK, egghead — the rodents have been deep-sixed — give us the goods!

A The four red moles and their hole can be found in area one of the Precursor Basin. They are all in plain view as soon as we make our way from the Zoomer Trans Pad, under the overpass and to this first area. If you have not already spoken to the Geologist in Rock Village, however, they will not appear.

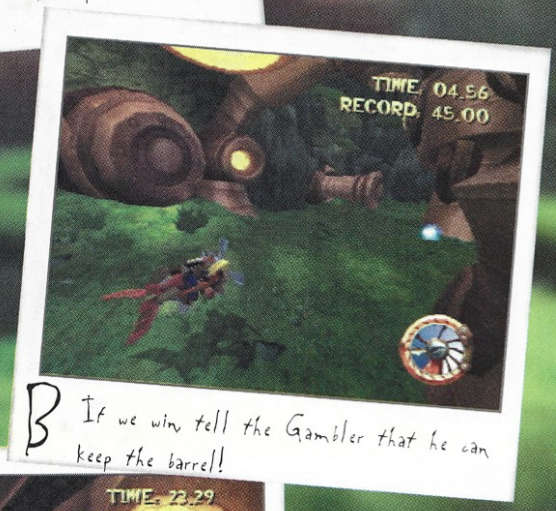
B We must simply follow them closely with our Zoomer to push them toward the hole.

C Just be patient and stay on them and they'll all be in the hole in nothing flat.

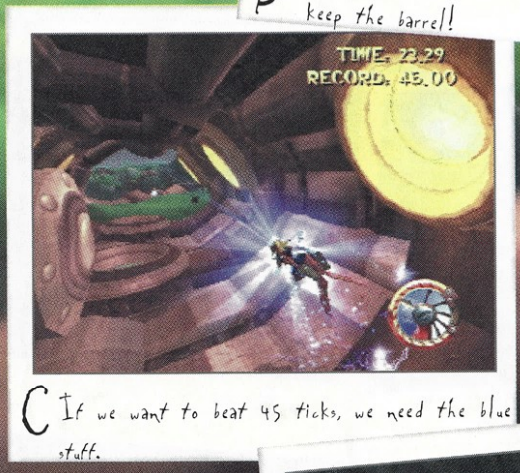
D Remember — we won't get the Power Cell for completing this task until we return to Rock Village and speak with the Geologist.

BEAT RECORD TIME ON THE GORGE 7

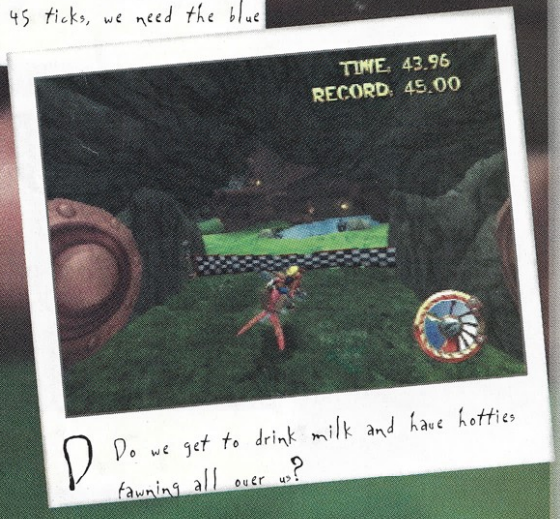
A All right horsey – let's put a little giddy-up on it.



B If we win, tell the Gambler that he can keep the barrel!



C If we want to beat 45 ticks, we need the blue stuff.



D Do we get to drink milk and have hotties fawning all over us?

A Record time in the Gorge race is 45 seconds and it is not too difficult to beat. Just follow these simple directions. First, we can find the checkered banner in a tunnel to the right of the main entrance as we make our way into area one of the Precursor Basin. The flag will not be there, however, if we have not first spoken to the Gambler in Rock Village.

B Basically, we want to avoid the plungers that come out of the wall and all Dark Eco crates.

C We also want to make sure that we fly through as much Blue Eco as we can to get a little boost of speed — although we don't need to go through all of it to break 45 seconds.

D If we beat 45 seconds, we can go see the Gambler and claim our Power Cell. If not, it's back to the races!

FREE 7 SCOUT FLIES

8

1. A Scout Fly can be found just beyond the overpass leading from the Zoomer Trans Pad to the first area of the Precursor Basin — near the water.

2. A second Scout Fly is located in the first area of the Precursor Basin (where the Moles are) — on a large, grassy land mass that is connected by grass ramps to the path that leads to the first Purple Precursor Ring.

3. A third Scout Fly can be found in a tunnel, underneath an overpass next to the Green Eco Vent and the Dark Eco Infected Plants (area 2 of the Precursor Basin).

4. A fourth Scout Fly can be found on the roundabout at the top of the ramp that leads to where you find the first Blue Precursor Ring and the Power Cell Over The Lake.

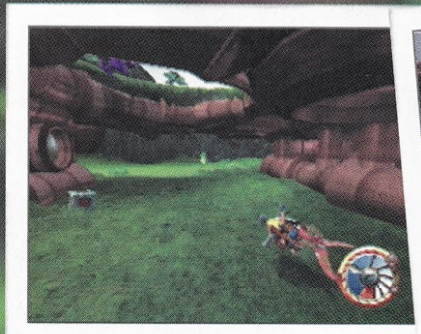
5. A fifth Scout Fly can be found at the ramp that leads to the Power Cell hanging over the Lake in area 2 of the Precursor Basin (where the Dark Eco Infected Plant is).

6. A sixth Scout Fly is located at the end of the ramp that leads to the first Purple Precursor Ring.

7. A seventh Scout Fly can be found in the second area of the Precursor Basin (the one with the Green Eco Vent and Dark Eco Infected Plants). It is in front of the first Blue Precursor Ring (see "Navigate The Blue Precursor Rings").

Scout Fly #1

Scout Fly #2


Scout Fly #3

Scout Fly #4

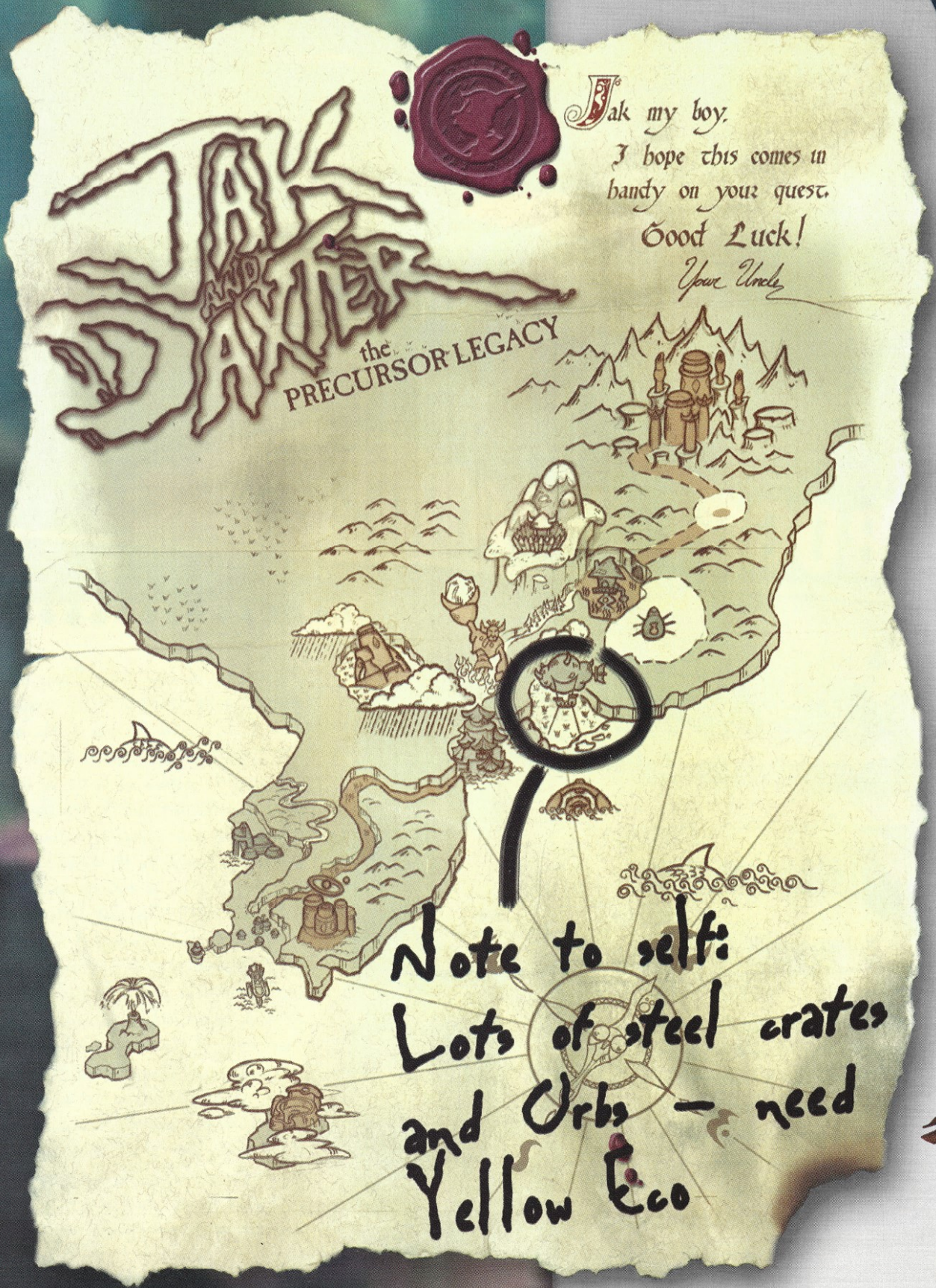
Scout Fly #5

Scout Fly #6

Scout Fly #7

PRIMAGAMES.COM

BOGGY SWAMP


JAK AND DAXTER
the PRECURSOR LEGACY
Jak my boy.
I hope this comes in handy on your quest.
Good Luck!
Your Uncle
Note to self:
Lots of steel crates and Orbs — need Yellow Eco

The Fun Never Stops

BOGGY SWAMP

SAGE ADVICE

Requirements for Entry:

22 POWER CELLS

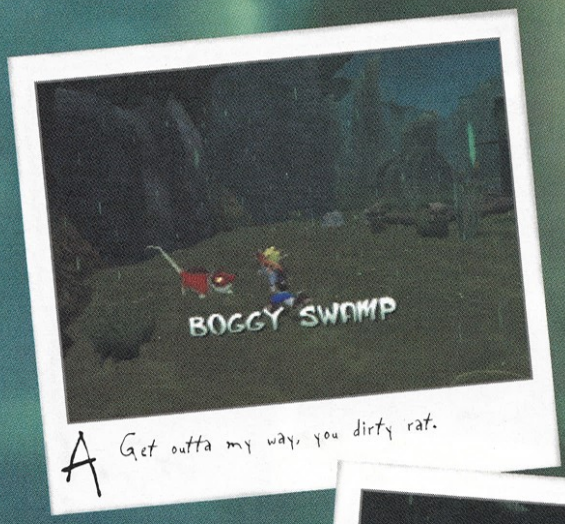
PRECURSOR ORBS: 200

POWER CELLS: 8

1. Break The Tethers To The Zeppelin
2. Break The Tethers To The Zeppelin
3. Defeat The Lurker Ambush
4. Break The Tethers To The Zeppelin
5. Ride The Flut Flut
6. Protect Farthys Snacks
7. Free 7 Scout Flies
8. Break The Tethers To The Zeppelin

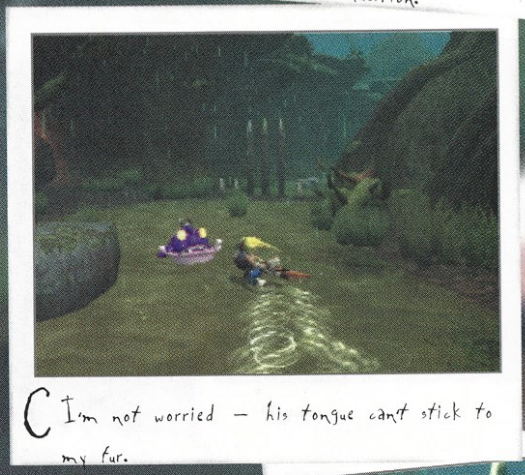
The only way to access Boggy Swamp is by giving the Warrior 90 Orbs (this is why we need 22 Power Cells to access the area – the Warrior also gives us a Power Cell). Once he receives them, he will move the pontoons out in the bay into position. Head down the dock past the Gambler, and we can begin jumping from pontoon to pontoon to make it over to the Swamp. In the Boggy Swamp, we are going to find a new twist to the gameplay – Yellow Eco. While channeling Yellow Eco, Jak has the ability to shoot enemies, both in first-person and third-person points of view. In addition the Flut Flut that we saved in Sentinel Beach is now all grown up and ready for our use in securing a Power Cell. Of the eight Power Cells that we can collect in Boggy Swamp, half of them are given to us for releasing the Tethers that are tying down a Zeppelin floating above the Swamp. This Zeppelin is tied to the detached arm of an ancient Precursor Robot... Curious. Anyway, the area is fairly linear, so we shouldn't have too tough of a time staying on track and taking care of business.

BREAK THE TETHERS (1) TO THE ZEPPELIN

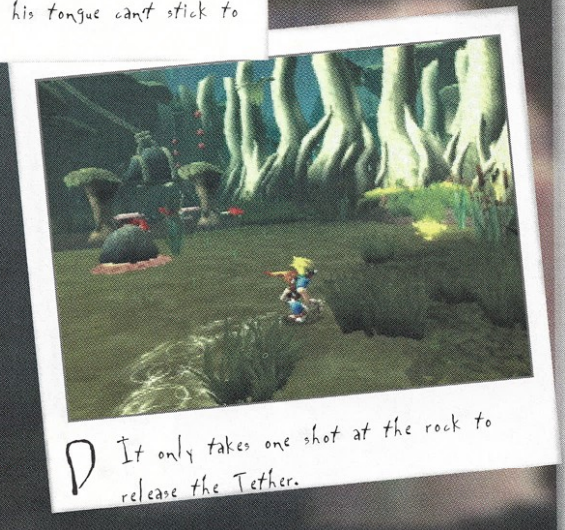


A Get outta my way, you dirty rat.

B Yellow Eco – the answer to the Lurker bat question.



C I'm not worried – his tongue can't stick to my fur.



D It only takes one shot at the rock to release the Tether.

A We get to Boggy Swamp by heading down the ramp past the Gambler in Rock Village's main structure. We will have to jump the pontoons that the Warrior moves after we give him 90 Precursor Orbs. Once we arrive in Boggy Swamp, we will find a new enemy — a red rat Lurker patrolling the swamp. A Spin Attack is all that is required to take care of these beasts.

B In Boggy Swamp, we will also discover the power of Yellow Eco. With Yellow Eco, Jak can shoot balls of energy at our enemies, and destroy steel crates. If Jak runs out of Yellow Eco, don't worry — it will reappear indefinitely in the same spot(s). We can also use it to shoot the Lurker bats that we find in Boggy Swamp. You might want to go into first-person camera mode to shoot the Lurker bats. A good technique is to simply stand over a Yellow Eco, go into first-person view, then start shooting — the Yellow Eco will keep reappearing and Jak will have full Yellow Eco power for as long as we need it. Yellow Eco can also be used to destroy the Lurker rat homes that we find in Boggy Swamp (it takes a few shots to completely demolish one of these structures).

C Boggy Swamp is also home to the frog Lurker — it has a very powerful tongue that he can use to drag us to him. If he pulls us all the way in, we will receive damage. We can avoid that by continuously jumping after his tongue has attached to us to break his grip. We can kill him with a Charge Attack.

D Just past the frog, we will find some more spiked wood gates in front of us and a cave to the left. Head through the wood gates. Past the gates, we will find Yellow Eco, a couple of Lurker houses (with requisite Lurkers) and a Yellow Eco Vent that is plugged by a large rock. Run through the Yellow Eco, shooting the rock first to destroy it and expose the Yellow Eco Vent. This way, we can fully charge Jak's Yellow Eco Meter and take out everything in the area with ease. Once the area is clear, use the Yellow Eco to fire at the large rock (on the wood deck above) that is tied to the Zeppelin by a rope. This will release a Power Cell on the deck. Use the rising platforms in front of the deck to get up to the Power Cell. The platform we are on will sink at the same time that the other is rising higher. Use the higher platform to Jump and Spin off of it — allowing us to snag the six Orbs floating over the right platform.

BREAK THE TETHERS (2) TO THE ZEPPELIN 2

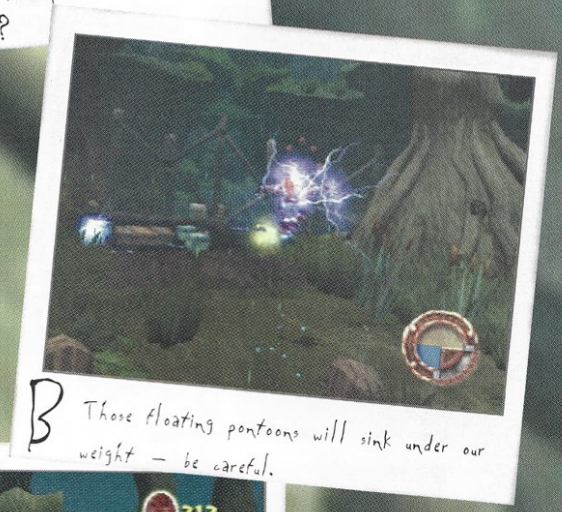
A Find the cave where you first encounter a frog Lurker and head inside. In the cave, we will find some Yellow Eco with which to shoot the Dark Eco crates, the rat Lurkers and their home, which is concealing a Blue Eco Vent. Use the Blue Eco Vent and Precursor Launcher at the end of the cave to shoot us into another cave. We will find some rat Lurkers and their domicile in here, as well as another Scout Fly and some Yellow Eco. Immediately run through the Yellow Eco, shoot the Lurkers and destroy their home. Wrecking their house will reveal another Blue Eco Vent, which we can use to get on the PL and shoot back over.

B Once back on the other side, continue moving across the Swamp. We will come to some Blue and Yellow Eco, side by side. You know what to do — use the Yellow first to shoot the steel crates, then the Blue to collect the Orbs as we jump out to the pontoon and over to the dock on the other side.

C The next section is a test of your arcade timing skills as we jump from one pole and spin and jump to the next. In order to easily collect the Orbs that are floating above these poles as we make our way through the area, try to completely spin around the poles and jump from them when you are at the top. We don't want to fall into the sludge, it will put the hurt on us. At the end of this area, we will work our way up, pole by pole, to a wood deck.

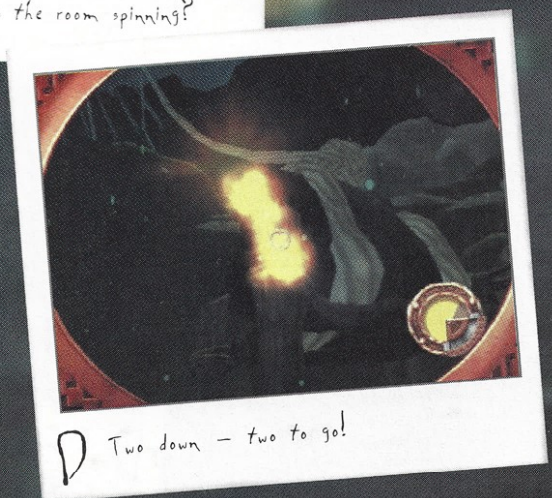
D From here, we can lay eyes on the next rock and Tether. Get the Yellow Eco, then drop down to the other side of the swamp and deal with the Lurker frog. The best strategy here is to run past him and head for the spiked wood gates around the corner — jumping out of his grasp as we need to. Why? Because there is a Yellow Eco Vent on the other side of the gates and we can use it to defeat the frog. Then, we can shoot the rock tethered to the Zeppelin to claim a Power Cell.

A What say we use the yellow stuff to do a little remodeling?



B Those floating pontoons will sink under our weight — be careful.

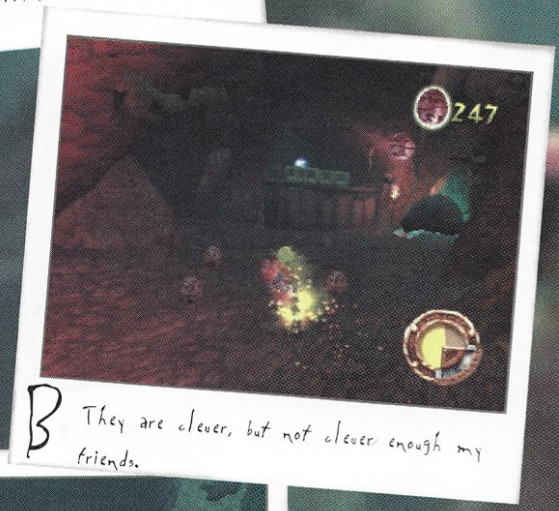
C Is it just me, or is the room spinning?



D Two down — two to go!

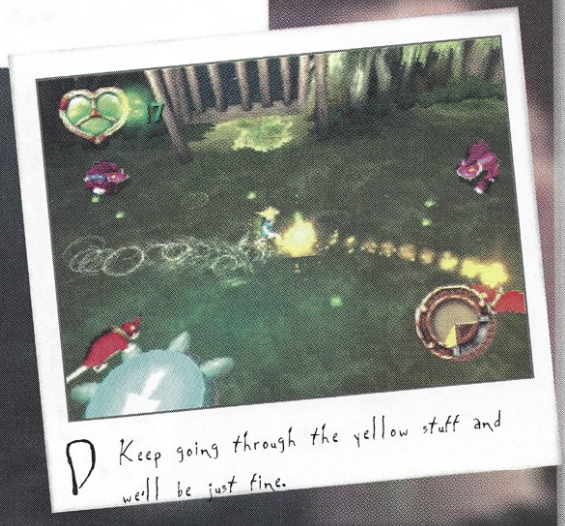
DEFEAT THE LURKER AMBUSH 3

A One little, two little, three little Lurkers...



B They are clever, but not clever enough my friends.

C Look out below!



D Keep going through the yellow stuff and we'll be just fine.

A Head through the spiked wood gates next to the second rock/tether deck. Now, turn your attention to the Lurker bats and have Jak shoot them all by auto-targeting in third-person mode. Once the area is clear of bats, head toward their location and use the Yellow and Blue Eco that we find to collect all of the Orbs above the sludge. At the end of this path is a Scout Fly crate.

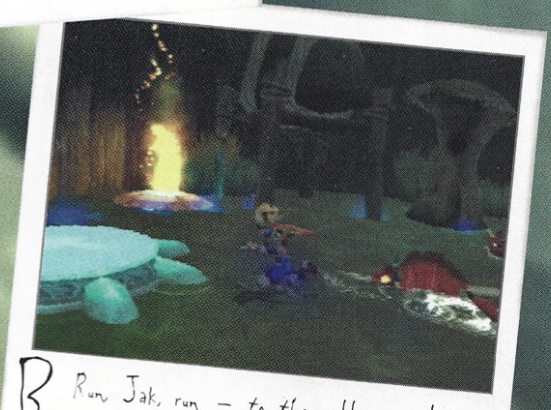
B Head back toward the spiked gates and Yellow Eco Vent at Tether #2 and we will find another cave (make sure that we go through the Yellow Eco Vent before we head inside it). In the cave, we will find a few Orbs and a Precursor Launcher that is plugged by a rock, as well as a few Dark Eco boxes on an elevated wood platform. Use the Yellow Eco to destroy the rock and the Dark Eco boxes (revealing some Blue Eco). Then, run through the Blue Eco on the wood platform, hit the Precursor Launcher and Jump. The PL will vault us through a hole in the roof of the cave.

C We will land in the middle of a rectangular, fenced-in area and a ton of Lurkers will attack. Relax and start to use Jak's Spin Attack until we can get to some Yellow Eco. Then, start firing. The basic strategy is to keep firing, run in a circular motion and snag all of the Yellow Eco that we can get our hands on. While fighting, you may notice the giant arm (it is from a Precursor Robot) that is on the other side of the fence — tied to the Zeppelin.

D Once we take care of the Lurkers, a Power Cell will appear. Grab it, then we can go through the blue stuff and take the Precursor Launcher back to a point just outside the cave.

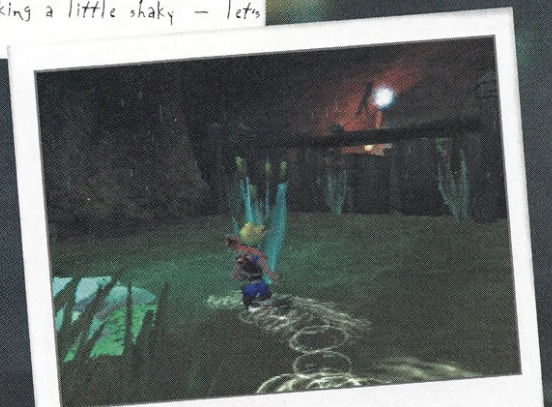
BREAK THE TETHERS (3) TO THE ZEPPELIN

A What came first – the Tether or the fence?



B Run Jak, run – to the yellow stuff!

C That Zeppelin's looking a little shaky – let's get movin'.



D Here we are – back at the cave again.

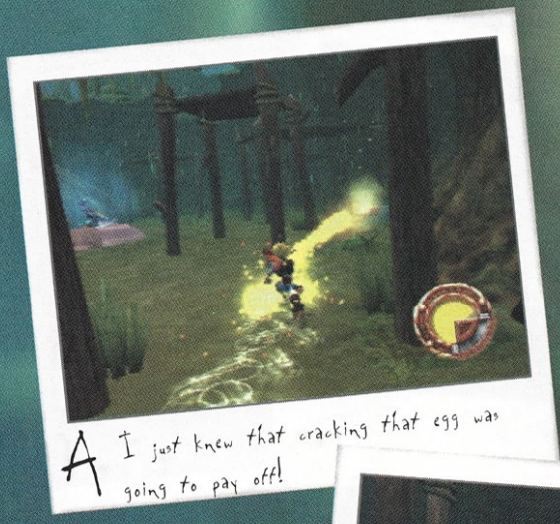
A Just outside the cave featuring the Precursor Launcher that sends us to the Lurker Ambush (see "Defeat The Lurker Ambush"), we will find another PL. Get the Blue Eco and Jump on it. We will vault to a fenced-in area, where we will find some rat Lurkers, their home, a Yellow Eco Vent and a third rock tethered to the hovering Zeppelin.

B Run through the Yellow Eco, destroy the Lurkers and their home (revealing Blue Eco) and shoot the rock to release the tether from the Zeppelin.

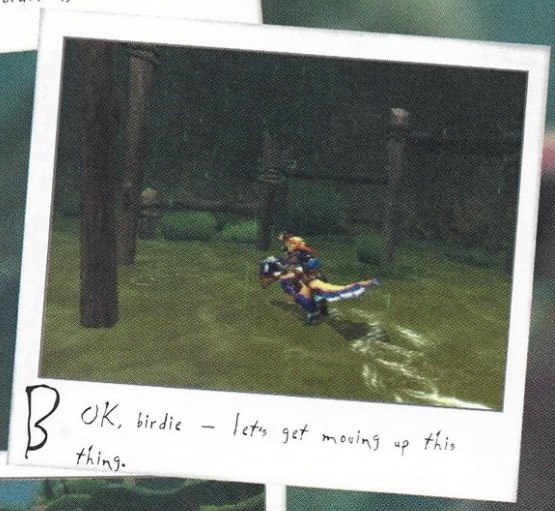
C This will result in us receiving a Power Cell on the elevated wood platform where the rock rested.

D Now, go through the Blue Eco and hit the Precursor Launcher to return to the PL in front of the cave.

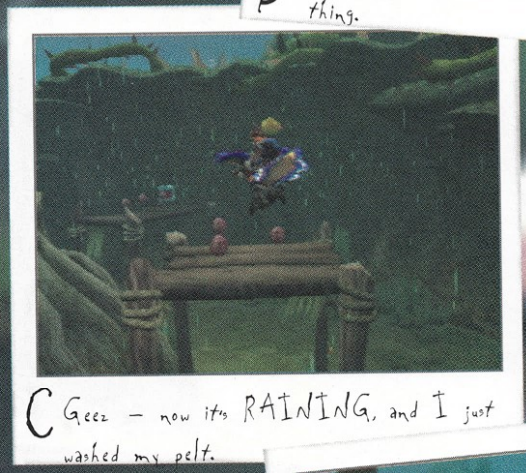
RIDE THE FLUT FLUT 5



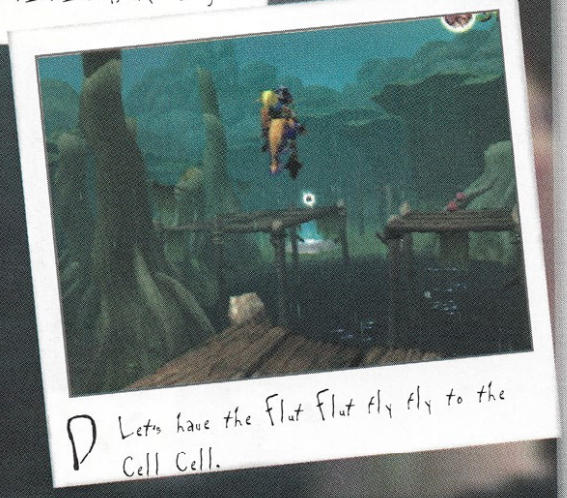
A I just knew that cracking that egg was going to pay off!



B OK, birdie – let's get moving up this thing.



C Geez – now it's RAINING, and I just washed my pelt.



D Let's have the Flut Flut fly fly to the Cell Cell.

A From a point just outside the cave, next to the PL we used to launch to the area with the third Zeppelin Tether (see "Break The Tethers (3) To The Zeppelin"), head toward the elevated wood platform featuring a Scout Fly. We will have to deal with a Lurker frog along the way, and will pass a few steel crates. When we find ourselves under some elevated wood platforms, seek out the Yellow Eco Vent and take care of all the Lurkers and steel crates in the area. Once we've cleared the vicinity and picked up all the loose Orbs, turn your attention to the Flut Flut on the Trans Pad.

B Mount the Flut Flut and head toward the lowest wood platform in the area. From here, use the Flut Flut to hop our way up the structure. By hitting the ⊗ button to Jump, and hitting the ⊗ button again in mid-flight, you can make the Flut Flut fly for short distances. Remember: If you didn't make sure that we "Push(ed) The Flut Flut Egg Off The Cliff" back in Sentinel Beach, we won't find the Flut Flut on the Trans Pad and will have to return to Sentinel Beach if you want to use him.

C Use this skill to fly over to the Scout Fly. We can open the crate by Jumping on it while on the Flut Flut. We can also use a Charge attack while on the Flut Flut (called "Pouncing"), but we may lose control and fly off the wood structure, so I recommend sticking with jumping.

D Now, turn around and fly from platform to platform, snagging Orbs along the way. We will find another Scout Fly up here, as well as a Power Cell, which is on a large platform at the end of the run. Snag the Power Cell, then take the Flut Flut back to the Trans Pad and dismount.

PROTECT FARTHY'S SNACKS

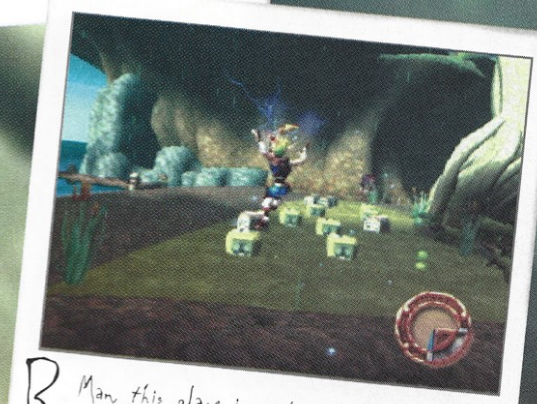
A Just past the Flut Flut Trans Pad (see "Ride The Flut Flut"), we will find a Yellow Eco Vent. Run through the Vent and take care of the Lurkers rats and their homes across the Dark Eco area. (There are also a number of steel crates in this area that we can use the Yellow Eco to open.)

B After the area is clear, run through the Blue Eco and snag the Orbs that have fallen out of the destroyed steel crates as we jump from floating platform to platform — across the Dark Eco. When we get to the other side, we will find a bog full of Dark Eco boxes and a lone purple Lurker. Take care of the Lurker and pass through the spiked wood gates just past him.

C On the other side of the wood gates, we will meet Farthy's charismatic owner. It seems that Farthy has disappeared because the rat Lurkers in the swamp have been eating his snacks. If we can protect the three snacks that his owner has laid out for him, he'd give us a Power Cell.

D All we have to do is keep the rat Lurkers from eating the three snacks sitting before us, as we shoot at them with Yellow Eco from the first-person point of view. The Lurkers come in three waves and each one gets faster, with more Lurkers attacking. If they nibble at just one snack, we'll have to try again. Just keep looking back and forth and try to pick them off before they get too close, and the Power Cell will be ours!

A Yellow Eco – the key to rat population control.

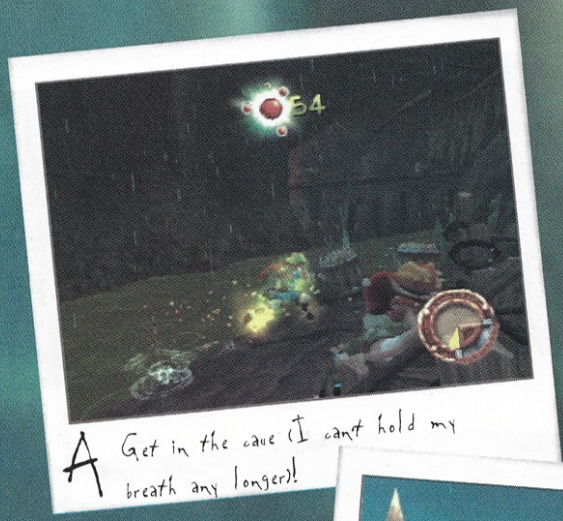


B Man this place is nasty – who would live in a place like this?

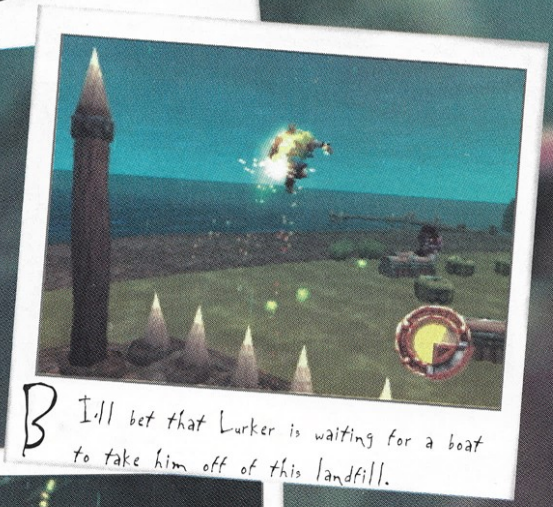
C AH – of course, hey – do you hear banjo music?

D It's a good thing I don't have to shoot – I've got one hand plugging my nose, and the other over my mouth!

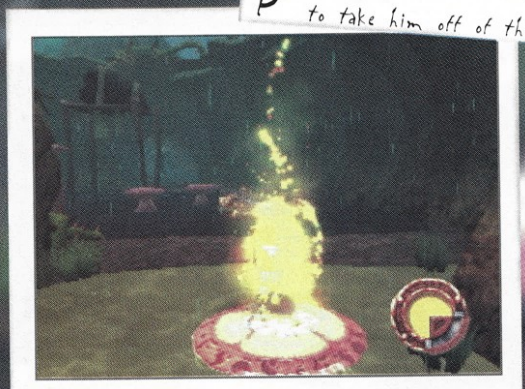
BREAK THE TETHERS (4) TO THE ZEPPELIN 7



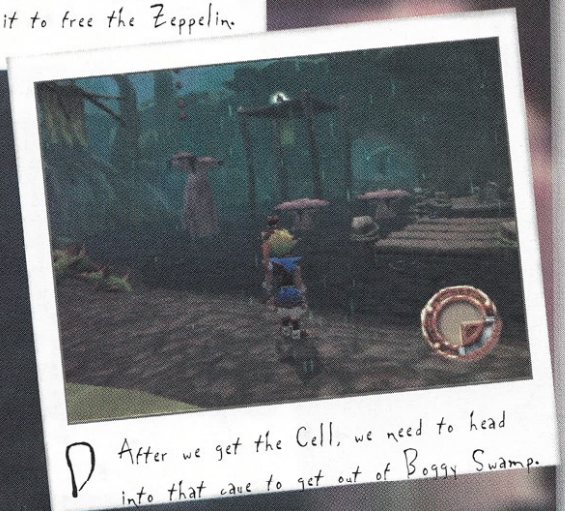
A Get in the cave (I can't hold my breath any longer)!



B I'll bet that Lurker is waiting for a boat to take him off of this landfill.



C Let that rock have it to free the Zeppelin.



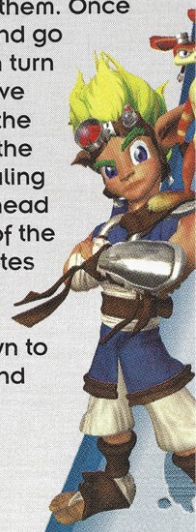
D After we get the Cell, we need to head into that cave to get out of Boggy Swamp.

A The final rock/Tether can be found just past the area where we protected Farthy's snacks (see "Protect Farthy's Snacks"). Just past his owner's shack, jump on and over the wood platform in the cave. At the other end of the cave, we will find some Yellow Eco in front of three spiked wood gates. With it, we can destroy the rat Lurkers and their home inside the cave.

B After that is accomplished, we need to make our way through the spiked wood gates (making sure to gather all of the Yellow Eco before we do) and lay waste to the Dark Eco crates, Lurker and steel crates that we find in the next bog. We will also find a Scout Fly in this bog. Just past the bog is a sludge pond featuring more steel crates, some Yellow Eco to open them with and some Blue Eco to use to collect the Orbs that spew out of the steel crates — as we jump from floating platform to floating platform.

C Once we've worked our way across the sludge pond, we'll find another Yellow Eco Vent. We will need this to take care of the final rock/Tether on top of a large wood deck just ahead. Once the Zeppelin is set free, we will find that it was attached to a giant arm from a Precursor robot. Climb up and snag the Power Cell.

D But, don't forget the Precursor Orbs floating above the platforms in front of the wood deck. Just jump on the first (of the two higher platforms), wait 'til it sinks, then jump to the second, and Jump and Spin off of it to gather the Orbs. If we miss the higher ones, simply jump off of the wood deck to get them. Once that is accomplished, run back and go through the Yellow Eco Vent, then turn around and head through the cave just ahead. Inside the cave, use the Yellow Eco to shoot and destroy the rat Lurkers and their home (revealing another Yellow Eco Vent). Then, head through this Vent and take care of the steel crate and the Dark Eco Crates in the cave — don't forget to pick up the Orbs. Once we exit out of the cave, we can drop down to the entrance to Boggy Swamp and head back to Rock Village.



FREE 7 SCOUT FLIES

8

1. I know how tough it can be — finding Flies in Swamps — so here's a little cheat-sheet for you. The first Scout Fly is in the very first area we come to in Boggy Swamp (see "Break The Tethers (1) To The Zeppelin").

2. Scout Fly #2 can be found in a cave accessed by the first Precursor Launcher that we come to in Boggy Swamp (see "Break The Tethers (1) To The Zeppelin").

3. The third Scout Fly can be found in a cave accessed by a Precursor Launcher near a cave — just past the area where we find Tether #2 (see "Break The Tethers (2) To The Zeppelin").

4. Scout Fly #4 is around the corner from some spiked wood gates, at the end of a path near the Lurker bats that we find just after Tether #2 (see "Defeat The Lurker Ambush").

5. The fifth Scout Fly is found by using the Flut Flut bird on a series of elevated wood walkways (see "Ride The Flut Flut").

6. The sixth Scout Fly is found by using the Flut Flut bird on the same series of elevated wood walkways, after we find #5. (see "Ride The Flut Flut").

7. The last Scout Fly can be found in a bog just before we reach the area that is home to the final Tether to the Zeppelin (see "Break The Tethers (4) To The Zeppelin").

Scout Fly #1

Scout Fly #2

Scout Fly #3

Scout Fly #4

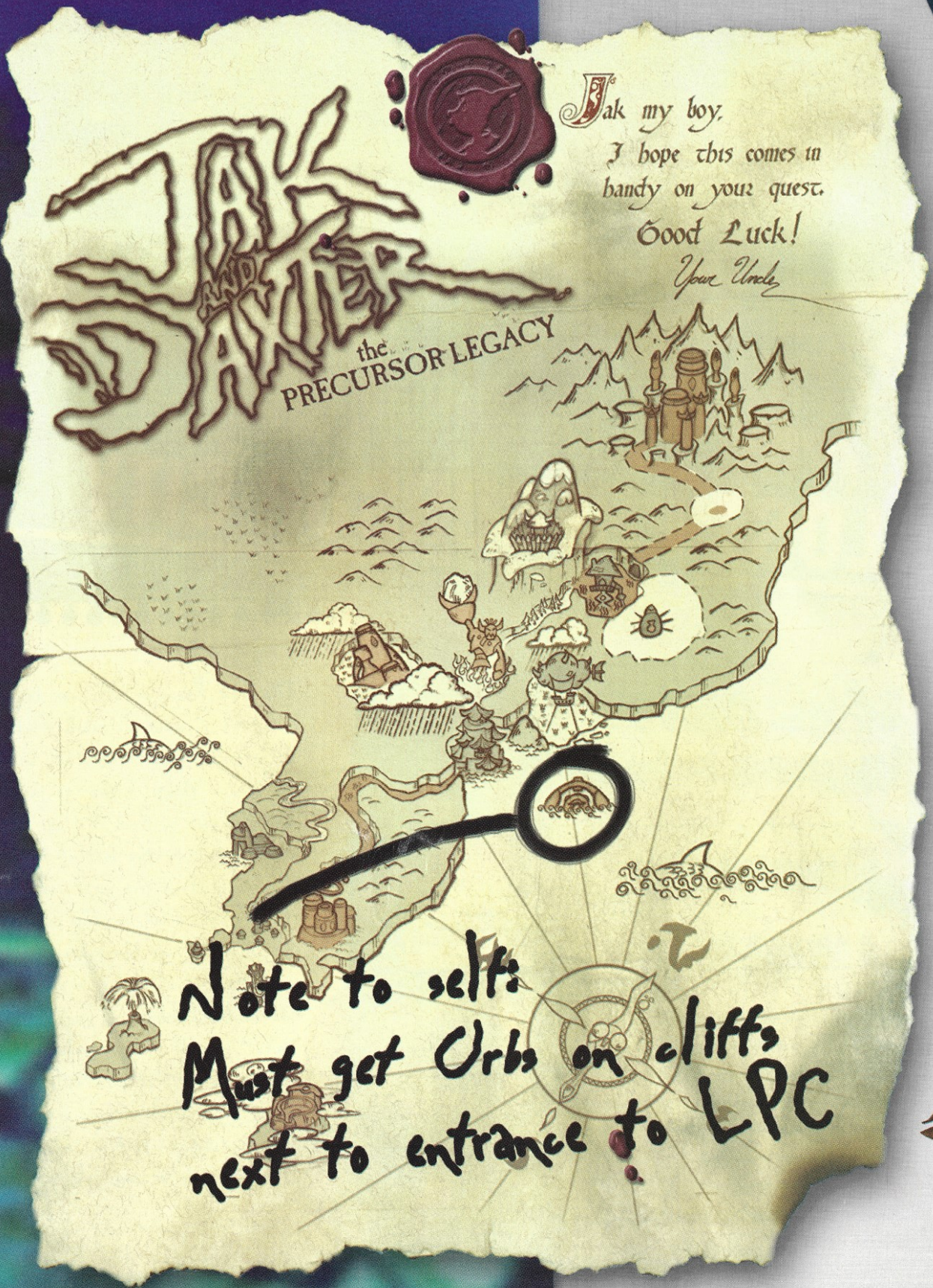
Scout Fly #5

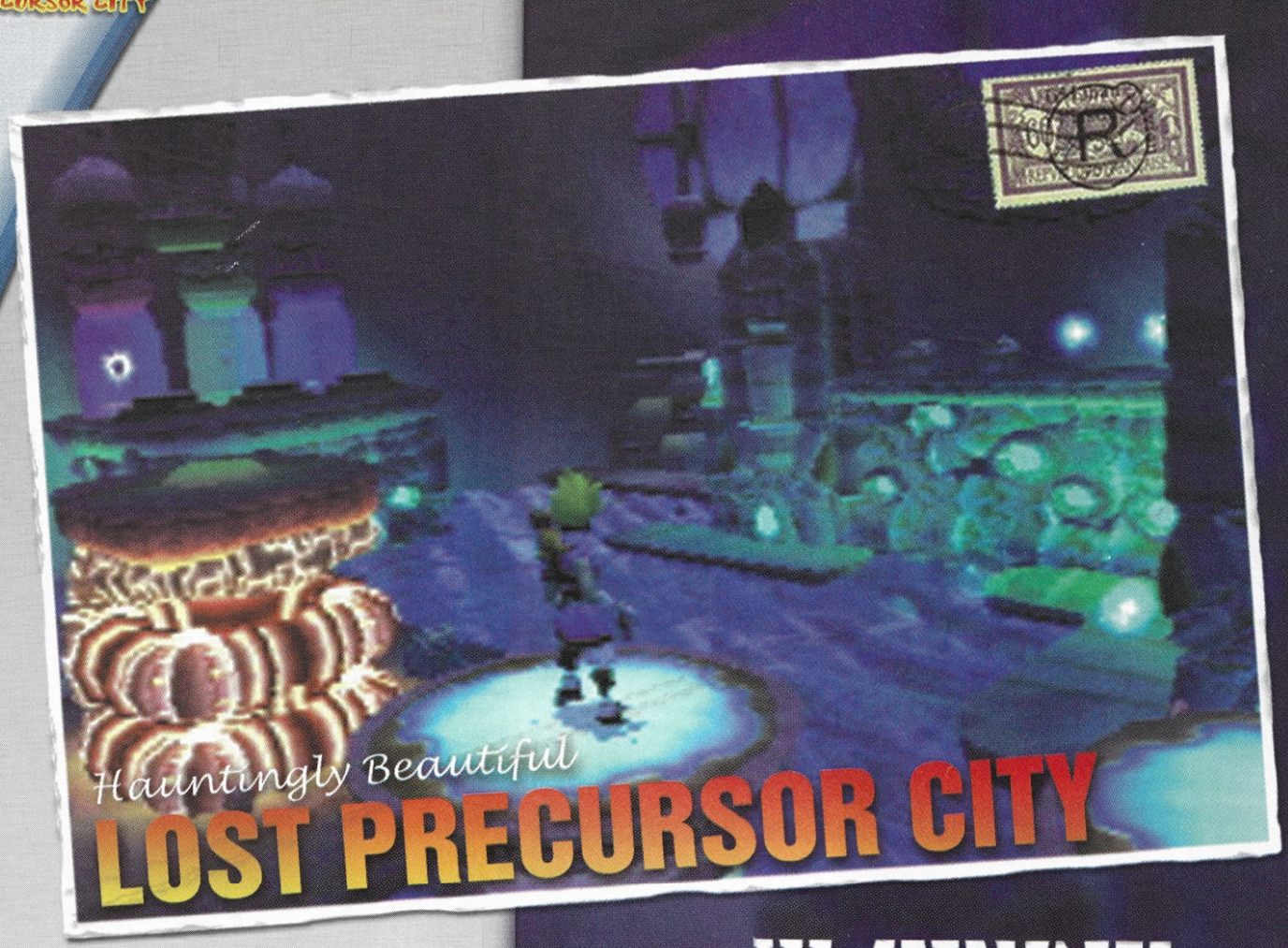
Scout Fly #6

Scout Fly #7

PRIMAGAMES.COM

LOST PRECURSOR CITY





Hauntingly Beautiful

LOST PRECURSOR CITY

SAGE ADVICE

Requirements for Entry:

21 POWER CELLS

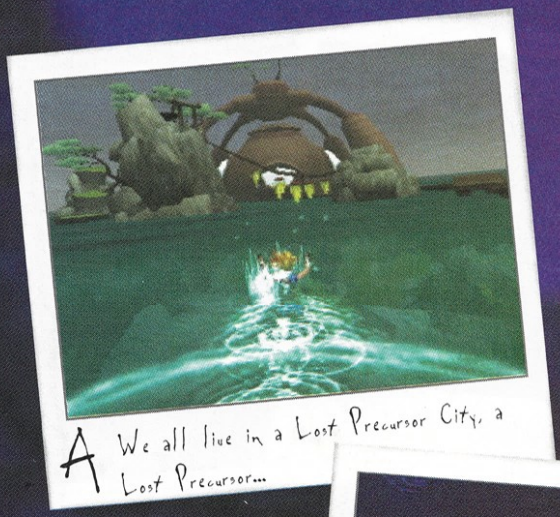
PRECURSOR ORBS: 200

POWER CELLS: 8

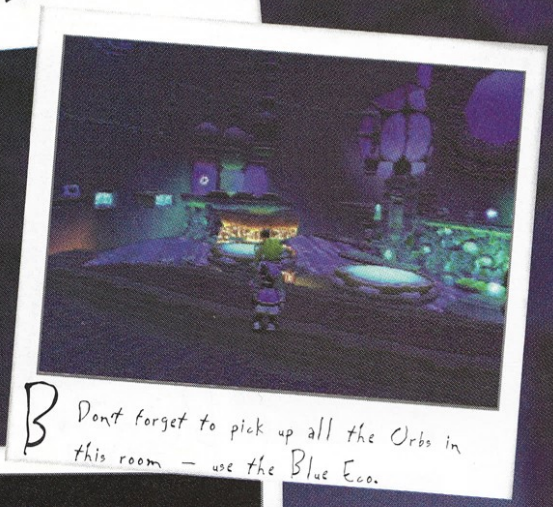
1. Follow The Colored Pipes
2. Reach The Center Of The Complex
3. Match The Platform Colors
4. Quickly Cross The Dangerous Pool
5. Free 7 Scout Flies
6. Reach The Bottom Of The City
7. Climb The Slide Tube
8. Raise The Chamber

The Lost Precursor City can be accessed from the moment we reach Rock Village. In order to find it, we must do one of two things; Either go inside the main building in Rock Village and jump off the deck to the left of the Warrior, then swim along the coral reef toward the structure ahead – the entrance to the City. Or, use the pontoon bridge that is at the end of the deck on the right side of the building – your choice. Inside, we will find a world encapsulated by water and filled with evil and, of course, Power Cells. There are some tricky puzzles to be found and even some butt-sliding to be done – venture forth!

FOLLOW THE COLORED PIPES

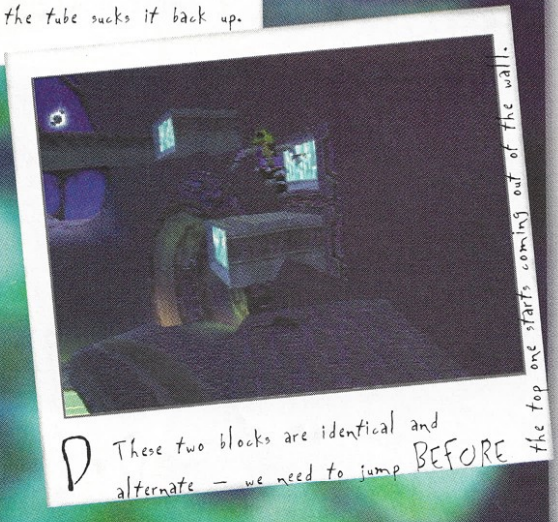


A We all live in a Lost Precursor City, a Lost Precursor...



B Don't forget to pick up all the Orbs in this room — use the Blue Eco.

C Get the Fly before the tube sucks it back up.



D These two blocks are identical and alternate — we need to jump BEFORE the top one starts coming out of the wall.

A In order to reach the Lost Precursor City, we must swim along the coral reef. We find this by jumping off the deck to the left of the Warrior, at the end of the main building in Rock Village. Swim out toward the large, circular structure. Or, we can simply cross the pontoon bridge that is at the end of the deck, on the right side of the main building. When we reach it, jump out — then hit the blue switch to activate the elevator and descend into the LPC.

B As you move through the Lost Precursor City, you will eventually come to a large room with all kinds of things going on. There are three glass tanks here (red, blue and green) that house a couple of Scout Flies and the Power Cell, a couple of move-around-us platforms, some Blue Eco and a flying Lurker. The key to navigating this room is to use the moving platforms to our advantage. They will move around each other in a circular pattern — when you jump off of one, the other will stop. Begin by riding them to the walkway featuring the red, green and blue glass tanks.

C By jumping and diving on the switches in front of the blue and green tanks, we will release the Scout Flies. Jump on the blue tank switch first — this will launch a Scout Fly to the elevated walkway to the right of the blue tank. We will now be on a timer, so quickly use the two floating platforms to cross over to the Scout Fly. If we don't make it in time, the SF will be sucked back up the tube and into the blue glass tank. The same technique applies for getting the Scout Fly in the green tank.

D Now, let's turn our attention to the red tank and the Power Cell. Follow the pipe and you will find that the Power Cell contained in the red tank has been shot up and across the room. The only way we can reach it is by navigating a bunch of blocks that move in and out of the wall to the left of the red tank. Once again, we are on a timer — so, pay attention to the pattern of the blocks and quickly, but carefully, we'll make our way up them. If we fall to the water below, we will have to start over (and will probably take some damage in the process). We will find a Scout Fly along the way, and the Power Cell at the top!

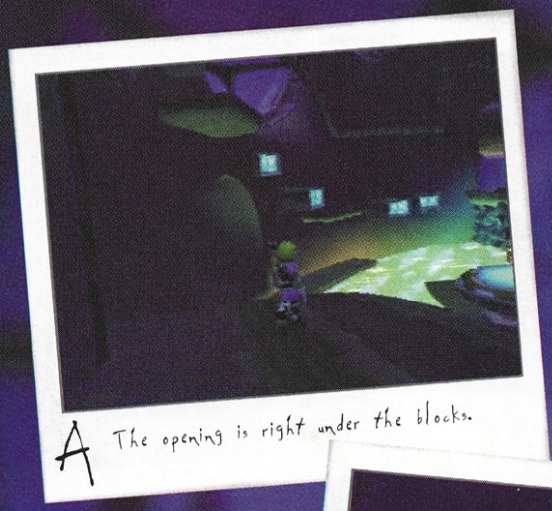
REACH THE CENTER OF THE COMPLEX 2

A If we head to the lower (water) level of the room that features the red, green and blue tanks (see "Follow The Colored Pipes"), we will find an opening that leads to another room.

B In this room, there are a number of floating platforms, moving in concentric circles — and a Power Cell in its center. Jump from platform to platform, making sure that we get off the one we are on **BEFORE** it flips up, giving us a nasty fall in the process, and landing on the next when it is stable.

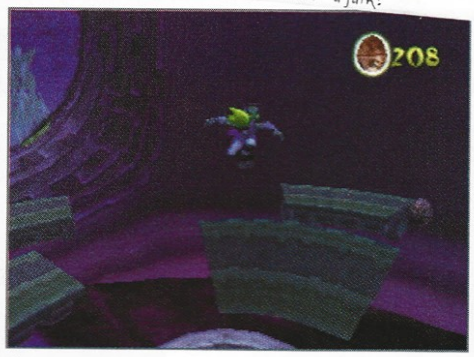
C There are a number of Orbs in this room that we will need to gather — and it is pretty tricky.

D **BUT**, we shouldn't have much trouble with taking ownership of that Power Cell!

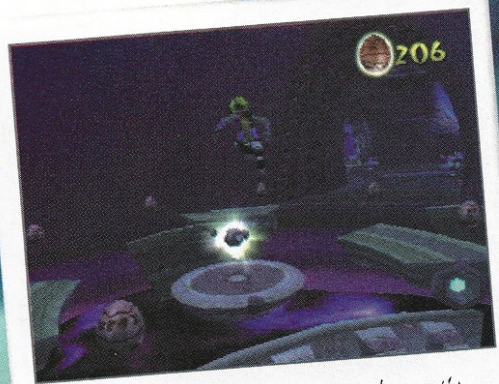


A The opening is right under the blocks.

B I REALLY dont want to fall into that stuff again!

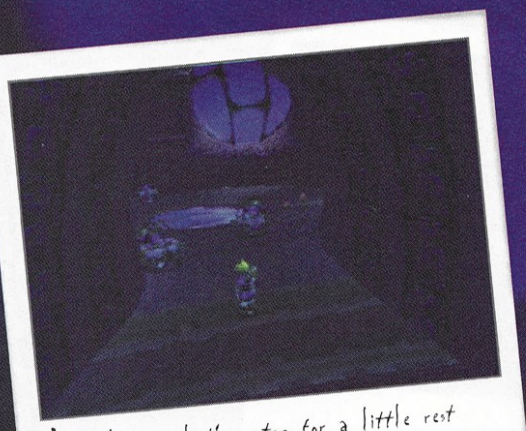


C Careful you guys - CAREFUL!

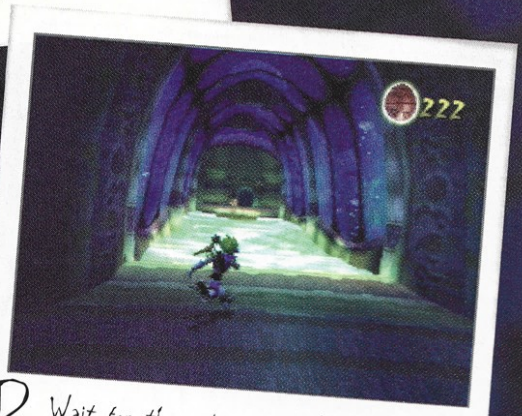


D Any time that we are in trouble in this room, jump to the center platform.

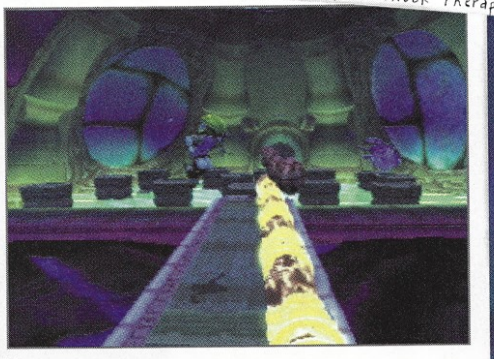
MATCH THE PLATFORM COLORS 3



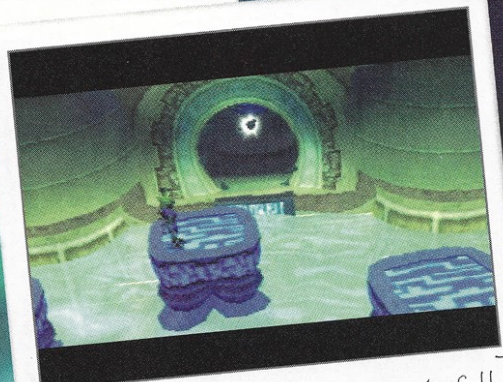
A Wait until they stop for a little rest to attack.



B Wait for the water to go blue — I am not in to "shock therapy".



C Just keep jumping from side to side and avoid the coil.



D We need to be this close to get the Cell before the platforms change back and the door closes.

A From the room with the floating platforms moving in concentric circles (see "Reach The Center Of The Complex"), head into the next room. We will find a number of Lurkers riding in these spiked, spinning vehicles. When they are moving, we are vulnerable. The best method of attack is the Jump and Dive — this will keep us protected and absolutely RUIN these Lurkers' day(s).

B In this room, you will notice that we have two choices as to what path to take next. The one to the right of the entrance, or the one to the left. Take the one to the right. Here, we will have to cross some water and its whirlpools. To do so safely, Jump and Spin the air when the water is green, then finish by Jumping across the whirlpools when the water is safe.

C In the next room, we will find a flying Lurker and a number of platforms. We will also find another one of those floating rectangular platforms, sliding underneath a long coil. Jump back and forth to snag the Orbs as we cross it. There is Dark Eco below, so it is insta-death should we miss and fall! After safely crossing, one of the flying Lurker will attack. Take care of him, then jump on the closest platform. You will notice that it turns blue (and it will turn off again if we jump on the platform a second time).

D In order to open the circular door on the other side of the room, they ALL must be blue. But, they will only remain blue for a short period of time. We will have to get through the open door before the color changes on the platforms and it shuts again. So, we need to activate these platforms so that the one closest to the circular door is the LAST one that we turn on. Do it, the door will open and the Power Cell is ours.

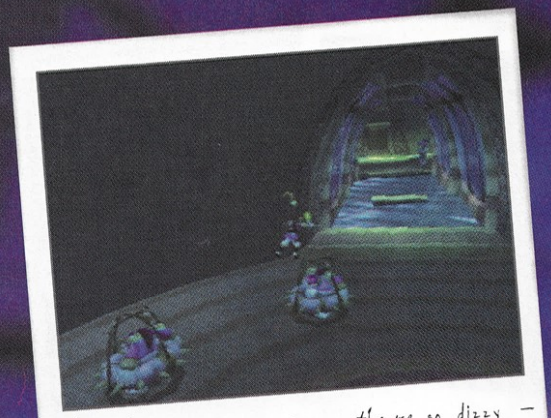
QUICKLY CROSS THE DANGEROUS POOL 4

A From the room featuring the Lurkers and their spinning vehicles (see "Match The Platform Colors"), take the path to the left of the entrance into the area. We will come to a small body of water protected by a glass enclosure, and featuring a single platform in the middle of it.

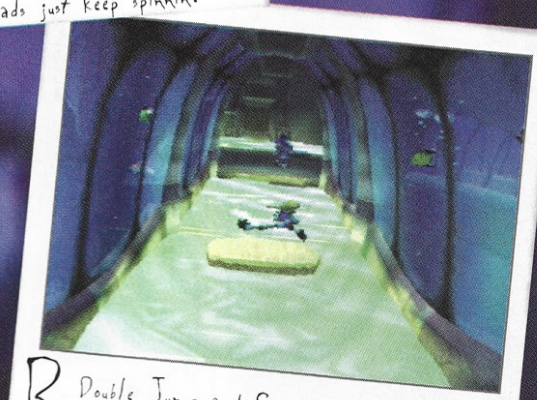
B When the water is green, Double Jump and Spin to the platform. This way, if we miss and land in the water, we have a decent chance of pulling ourselves out before taking damage. Repeat the procedure to safely get from the platform to solid ground and the next room. You will be greeted by a pair of Lurkers — one riding on the other's shoulders. Use a Jump and Spin attack to knock the little guy off, then Spin attack both of them once the little guy is on the ground.

C In this room, we will find the "Dangerous Pool", and a switch in front of it. Jump and Dive at the switch. Three platforms will rise out of the green water. We only have a few seconds to cross. If we don't make it, we will suffer huge damage in the green water and will be unable to climb back out to safety.

D But, if we make it in time, Jump off the last platform and Spin toward the safety of the walkway above — the Power Cell will be waiting.



A Not these guys again — they're so dizzy — I'll bet their heads just keep spinnin'.

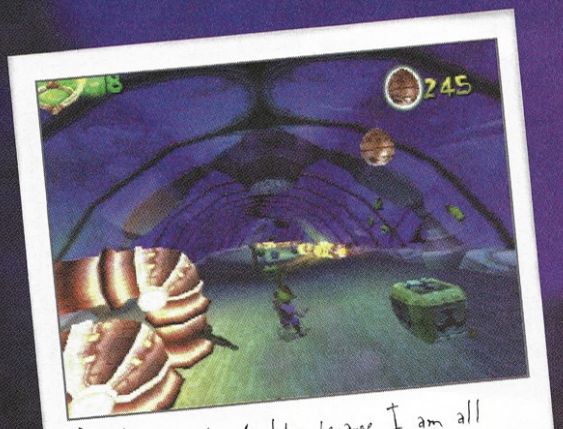


B Double Jump and Spin to reach the safety of the platform.

C We really have to be fast to get across this safely.

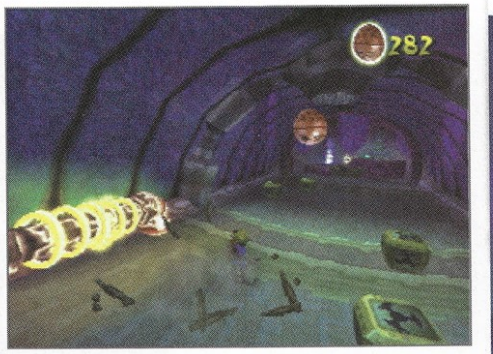
D Hey Jak — flap your arms like a Lurker bat.

REACH THE BOTTOM OF THE CITY

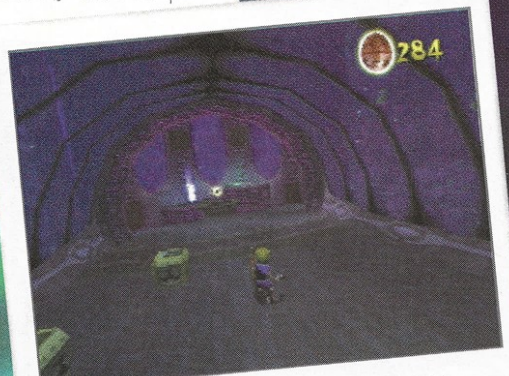


A I ride the shoulder because I am all about minimizing risk!

B Ah, ha – there's the little bugger!



C Here we go again – roasting Jak's rump.



D The good news – we've got the Cell;
The bad news – Jak's got the roids.

A In the room featuring the "Dangerous Pool" (see "Quickly Cross The Dangerous Pool"), find the ramp leading out of the room to the right of the entry. Run into this area and we will immediately begin to slide along the path. While sliding, we can navigate back and forth to avoid hot coils, etc. You can also pull back on the Left Analog Stick to slow down, and push forward to speed up. And, we will find Orbs, Orb-containing steel crates, Dark Eco and Green Eco chests a-plenty.

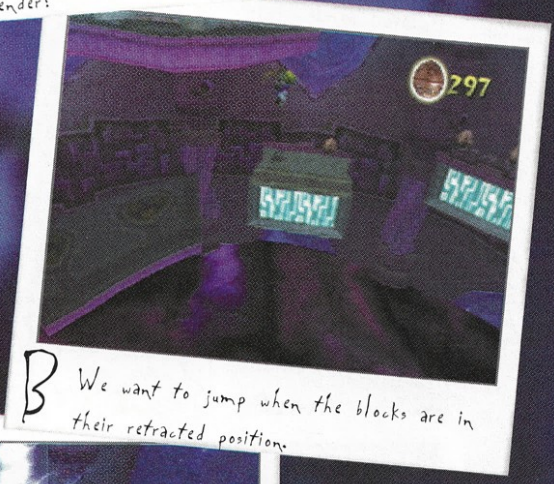
B At the end of the run, we will find a room featuring some spinning Lurkers and a Blue Eco Vent. For now, we are going to move through this room — crossing the water corridor into the next room. This room is marked by two lids being forced into the air by some steam vents. Ride them up to the top to get the Scout Fly. Then, find the exit out of the room through the opening adjacent to the Scout Fly.

C It's another ramp! This one is a little tougher than the last, as it features a number of coils that we must jump.

D At the end of the ramp, we will find a room with a Power Cell. The Power Cell is located on an isolated platform in the middle of the room. But, once we nab it, all heck will break loose.

CLIMB THE SLIDE TUBE

A Do you get the feeling that we are being shot through a blender?



B We want to jump when the blocks are in their retracted position.

C We all live in a Lost Precursor City, a Lost Precursor...

D Five bucks says I can make that door open.

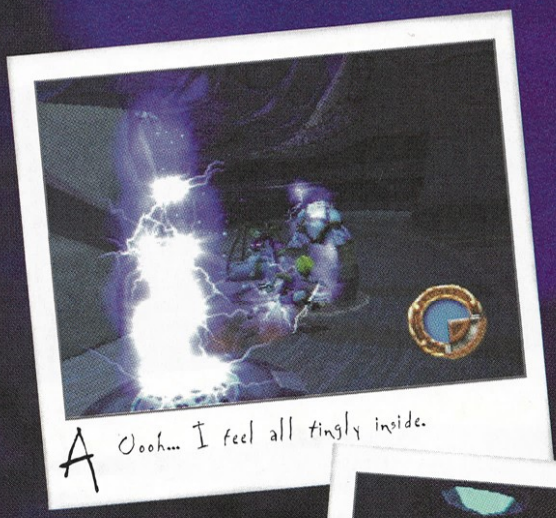
A It looks like getting the Power Cell for "Reach(ing) The Bottom Of The City" wasn't enough. We are now going to have to run through the Blue Eco Vent on the far wall of the room and make our way up and around it as the Dark Eco water rises! Begin by hitting the Precursor Launcher, then start making your way up the room. We will find plenty of Lurkers, coils and Orbs as we do.

B Eventually, we will come to some of those blocks that move in and out of walls — yikes! (Just take a deep breath and take it easy.) AND, another Blue Eco Vent and PL.

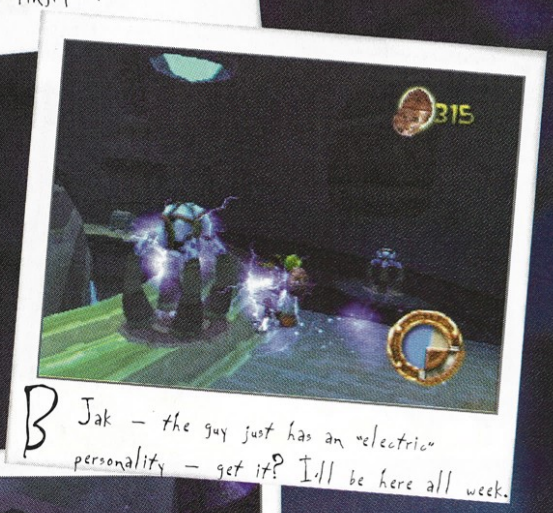
C Then, we will come to a final Blue Eco Vent. Run through it, then jump over to the Precursor Launcher in the middle of the room.

D It will vault us up and out of the area, where we can lay claim to the Power Cell! The circular door next to the Power Cell will lead back out to the room with the "Dangerous Pool".

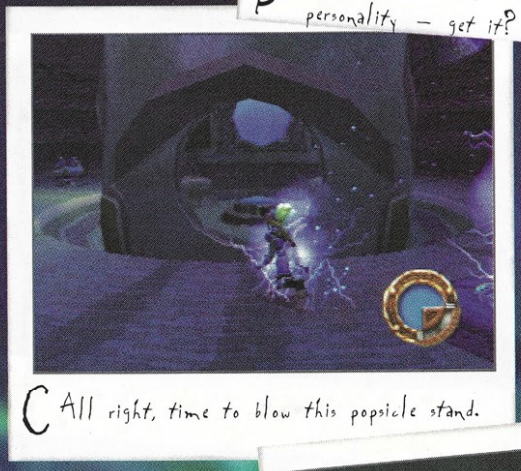
RAISE THE CHAMBER 7



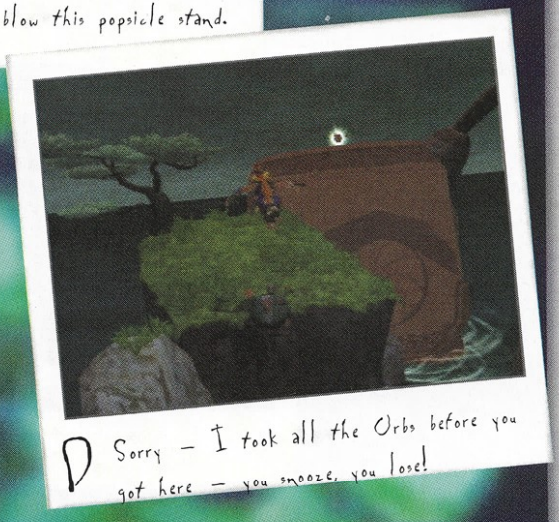
A Oooh... I feel all tingly inside.



B Jak – the guy just has an "electric" personality – get it? I'll be here all week.



C All right, time to blow this popsicle stand.



D Sorry – I took all the Orbs before you got here – you snooze, you lose!

A Take the ramp down from the room featuring the "Dangerous Pool" (see "Quickly Cross The Dangerous Pool"). At the bottom, we will find a room with some spinning Lurkers and a Blue Eco Vent. After clearing the area of Lurkers (including those found on the circular walkway above), run through the Vent.

B We will find a sphere mounted upon a four-pronged stand adjacent to the Vent. As we run by it, while Jak is channeling Blue Eco, it will activate. There are four other spheres just like it around the room. Activate all five before Jak's Blue Eco Meter runs out and a door will open at the ground level of the Chamber.

C Head inside the Chamber and hit the switch. The Chamber will now float to the surface and we will be able to snag the Power Cell when you reach the top.

GET THE ORBS ON THE ISLAND

D If you didn't get the Precursor Orbs that dot the path up to the top of the Chamber and the Power Cell when we were travelling around Rock Village, you can get them now. Just work your way up the land mass next to the Chamber as you go for the Cell.

FREE 7 SCOUT FLIES

8

1. Missing a Scout Fly or three? Check this section out to see what's missing from your list. If you didn't find it in Lost Precursor City, I did. Take a look. We will find this Scout Fly in the first large room we come to in the Lost Precursor City, protected by a Lurker with a buddy on his shoulders — on a platform at the water level.

2. This Scout Fly is found in the room after the one where we find Scout Fly #1.

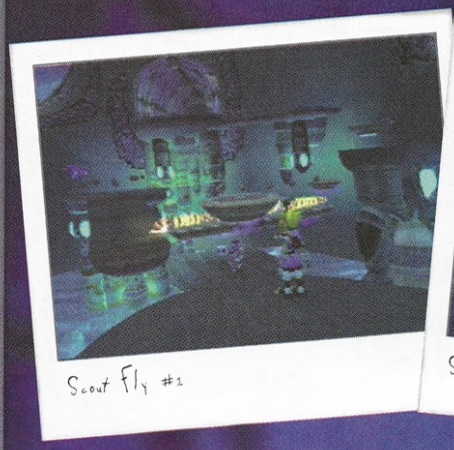
3. Scout Fly #3 can be found in the room featuring the red, green and blue tanks. It is next to the Precursor Orb Cache adjacent to the lid that is tossed in the air when steam is released from the ground. (See "Follow The Colored Pipes").

4. The fourth Scout Fly is also in the red, green and blue tanks room — we get it by solving the blue tank puzzle (see "Follow The Colored Pipes").

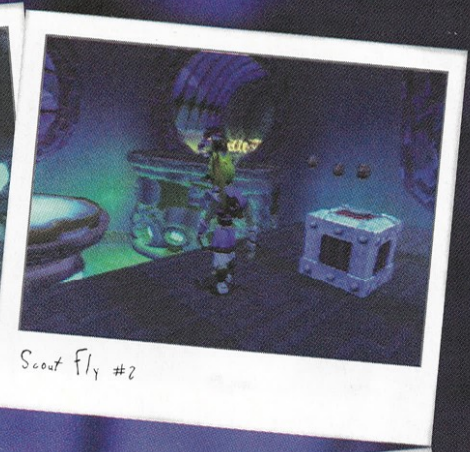
5. So, too, is the fifth Scout Fly found in the red, green and blue tanks room — we get it by solving the green tank puzzle (see "Follow The Colored Pipes").

6. Scout Fly #6 is also in the red, green and blue tanks room — we get it along the path leading to the Power Cell, as we solve the red tank puzzle (see "Follow The Colored Pipes").

7. The last Scout Fly can be found in the room featuring two lids being blown skyward by columns of steam, adjacent to the room that is at the end of the first ramp that we slide down (see "Reach The Bottom Of The City").

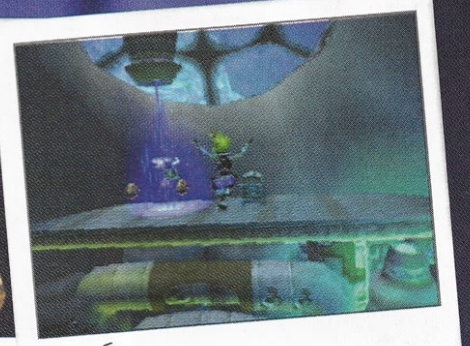


Scout Fly #1

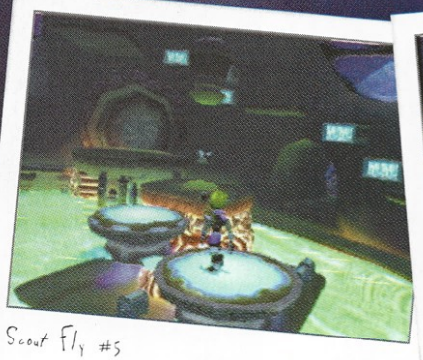


Scout Fly #2

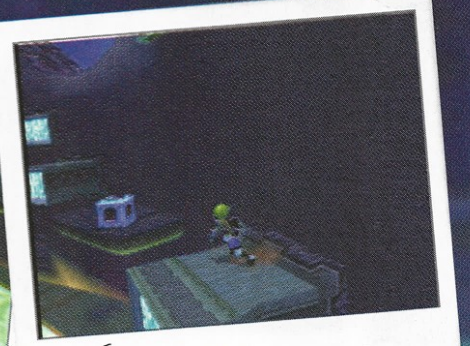
Scout Fly #3



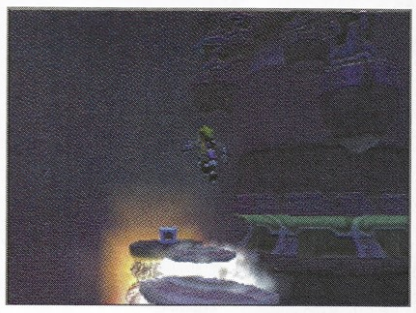
Scout Fly #4



Scout Fly #5

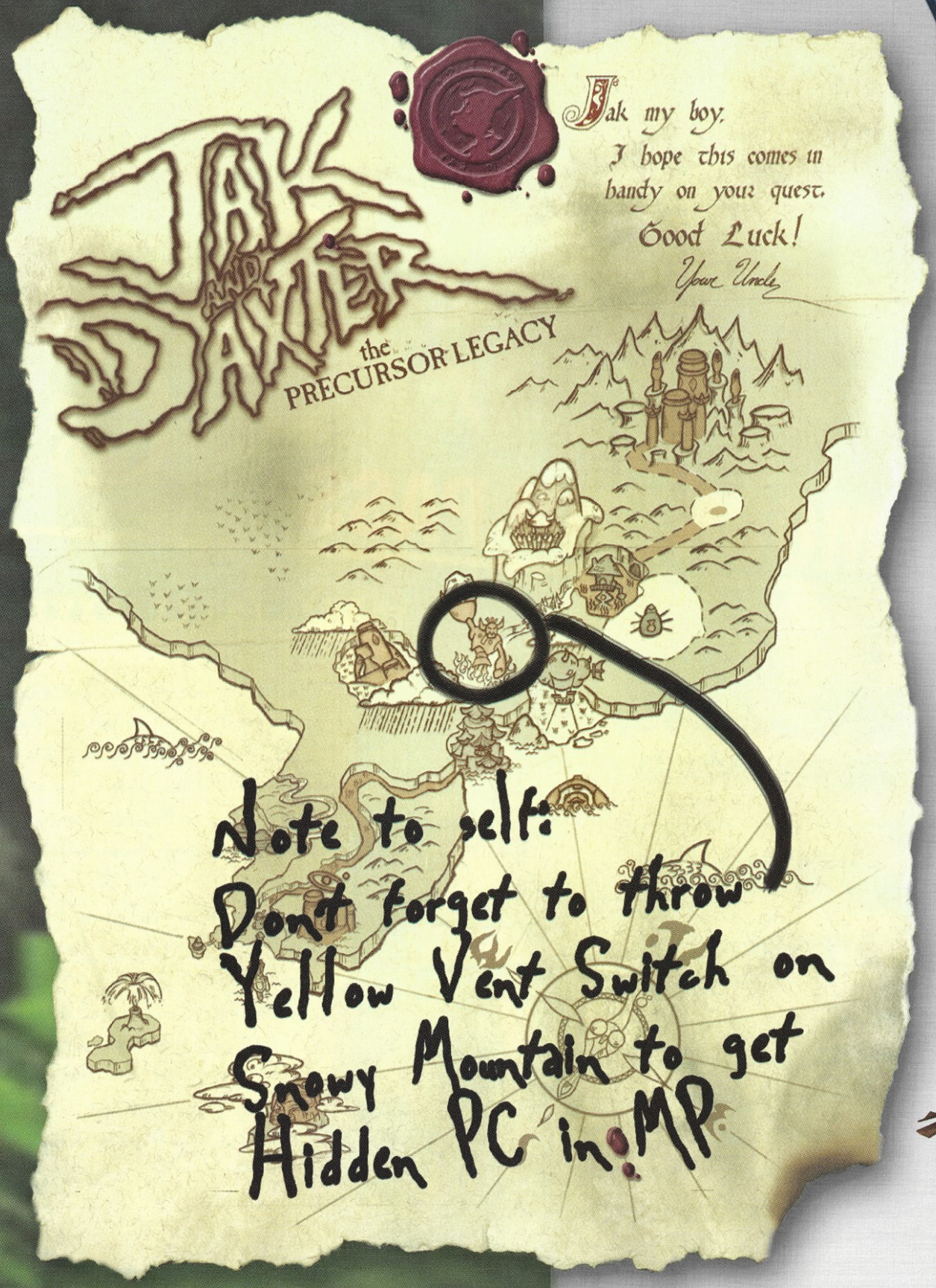


Scout Fly #6



Scout Fly #7

MOUNTAIN PASS



Holiday Enchantment

MOUNTAIN PASS

SAGE ADVICE

Requirements for Entry:

45 POWER CELLS

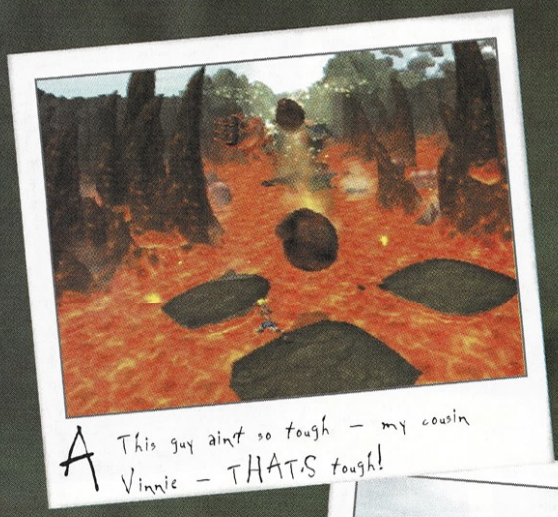
PRECURSOR ORBS: 50

POWER CELLS: 4

1. Defeat Klaww
2. Free 7 Scout Flies
3. Reach The End Of Mountain Pass
4. Find The Hidden Power Cell

Like Fire Canyon, the Mountain Pass is an area that you navigate via Zoomer. It, too, will take you to a new village – the Volcanic Crater. In order to gain access to Mountain Pass, you will have to have 45 Power Cells in your possession – so that Keira can fire up the Levitation machine in Rock Village and remove the large, molten boulder that blocks the path up the cliffs. Before you can get on the Zoomer and head over the pass, you will have to deal with that nasty monster Lurker that sent the Warrior into a sea of self-doubt, Klaww.

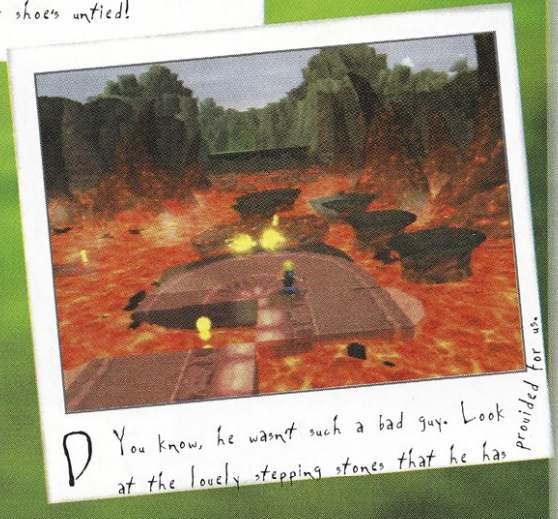
DEFEAT KLAWW



A This guy ain't so tough – my cousin Vinnie – THAT'S tough!

B Boulders! Why does it always have to be boulders?

C Hey Klaww – your shoes untied!



D You know, he wasn't such a bad guy. Look at the lovely stepping stones that he has provided for us.

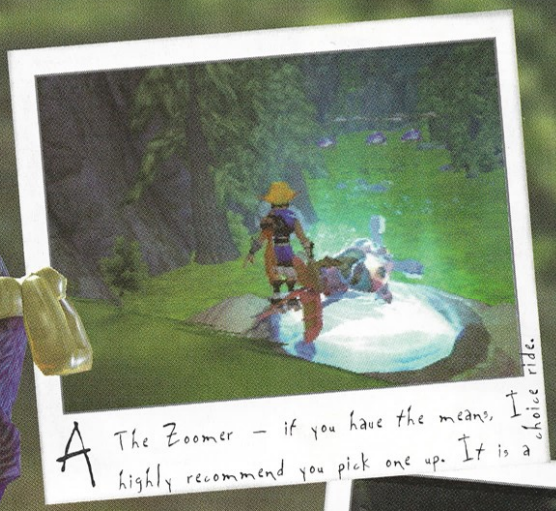
A We get to the Mountain Pass by crossing the pontoon bridge that is accessed next to the Gambler in Rock Village. Cross the pontoons and find Keira on the levitation machine. If we have 45 Power Cells in our possession, she will be able to activate the machine and lift the huge lava boulder that blocks the path to Mountain Pass. Climb up the cliffs and we will get our first glimpse of Klaww, the game's second boss. Although he looks tough, if you follow these tips, he quickly becomes a marshmallow. Begin by jumping off the cliff, on to the middle of the three circular platforms floating in the lava below us. Klaww will fire up his boulder shooting gun and take aim at us. The key here is to let him fire a round at us, then wait before jumping to one of the other platforms. Why? He will fire a second boulder if we wait long enough, at the same platform, and we can safely avoid the first while teasing him into firing the second. This allows us a breather on the next platform. Repeat the process here.

B After Klaww is done firing boulders at us, a Blue Eco will appear on the platform at which he fires his last boulder. If we take a couple of hits from the boulders, large Green Eco will appear to make things a little easier. Run through the Blue Eco and a bridge will rise out of the lava. Jump on to the bridge and Klaww will then release a series of boulders that will come rolling toward us, blocking our way. We simply need to run around them as we make our way toward the far end of the bridge.

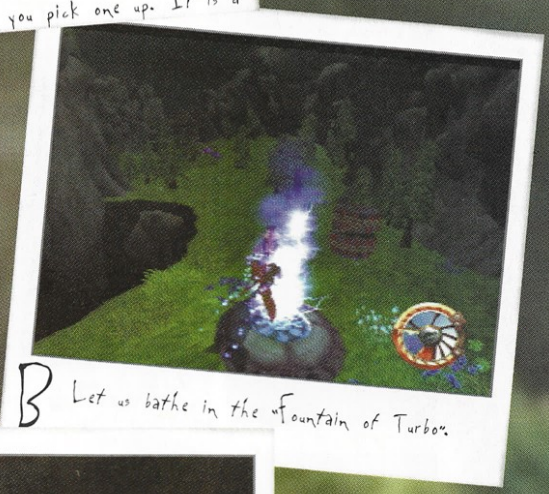
C Once we reach the end of the bridge, Klaww will stop rolling boulders and we will find some Yellow Eco. Run through the Yellow Eco and start firing (using auto-targeting in the third-person view) at Klaww, who holds a single boulder over his head. After a few hits of Yellow Eco, Klaww will drop the boulder on his head and take damage. But, he's not finished with us yet. After the boulder konks him on the noggin, it begins to roll toward us and will chase us down the bridge. The boulder will knock pieces of the bridge out as it rolls, making the bridge more difficult to navigate the next time we try to cross it.

D After safely arriving back at the three circular platforms, we will need to repeat the process two more times before Klaww will go down to defeat and the Power Cell becomes ours. Klaww will fire more boulders, and be quicker about it, but it's nothing that adventurers like us can't handle! After defeating Klaww, a number of lava platforms will rise out of the lava, allowing us to jump across and make our way to the Mountain Pass.

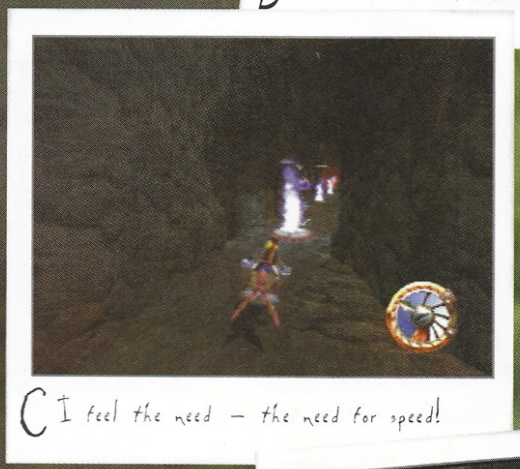
REACH THE END OF MOUNTAIN PASS 2



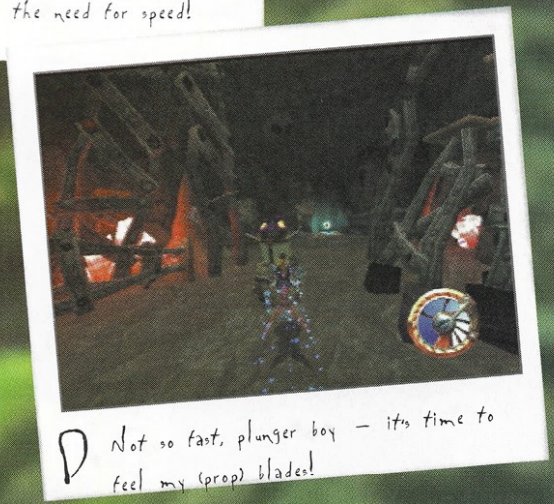
A The Zoomer – if you have the means, I highly recommend you pick one up. It is a choice ride.



B Let us bathe in the Fountain of Turbo.



C I feel the need – the need for speed!



D Not so fast, plunger boy – it's time to feel my (prop) blades!

A We will be given the opportunity to race (via Zoomer) some Lurkers on flying contraptions to the end of Mountain Pass. If they beat us, their Lurker pal in the cave hits a plunger and the Pass blows to kingdom-come — courtesy of the dynamite that is positioned all over the Pass. If we beat them and reach the cave-dweller first, then we will reach Volcanic Crater and the Pass will be spared.

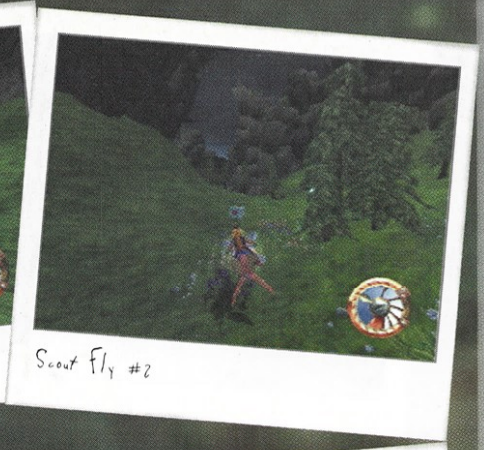
B To aid us in our attempt, there are a number of Blue Eco and Blue Eco Vents. We will need to make use of as many of these as possible. But, we also need to avoid all Dark Eco crates and the stacks of dynamite. If we hit one dynamite stack, it's all over.

C Once we get inside the cave, we need to make sure that we hit the three Blue Eco Vents that appear in a row as the cave becomes a narrow tunnel. This is where we will really be able to make up lost time and catch the flying Lurkers.

D The plunger Lurker can be found near the end of the cave. If we reach him before the pedal-copter Lurkers, we will stop him from blowing the joint and we will receive a Power Cell!

FREE 7 SCOUT FLIES 3

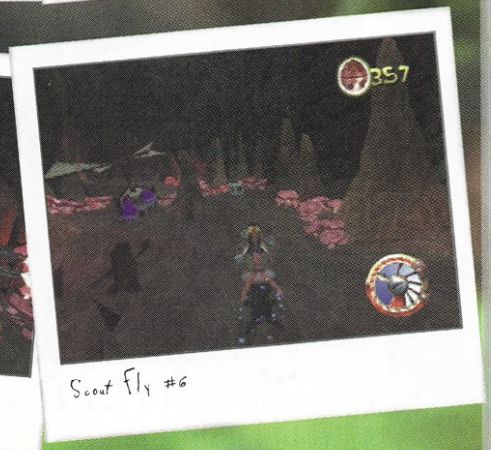
Scout Fly #1


Scout Fly #2

Scout Fly #3

Scout Fly #4

Scout Fly #5


Scout Fly #6

Scout Fly #7

1. Miss a Scout Fly on the Pass? When giving chase to the pedal-copter Lurkers, that's easy to do. Let's see which one(s) we've missed. The first Scout Fly can be found at the foot of the second grass ramp that we come to.

2. Scout Fly #2 is ahead just a bit, to the left of a tree after the first point where the Pass branches into two paths.

3. After jumping two more grass ramps, we will find Scout Fly #3 at the mouth of a very narrow path.

4. Up ahead, we will need to cross a long, narrow path and jump off of it at the end. Once we land safely on the other side, we will find the fourth Scout Fly.

5. Just past it, you will spy a closed Yellow Eco Vent. You can't do anything about it now, but we will come back later. For now, speed through the Blue Eco Vent just ahead, then enter the cave. We can snag Scout Fly #5 on this narrow path, just past a Blue Eco and some explosives.

6. As you continue deeper into the cave, you will go through a narrow path featuring three Blue Eco Vents in a row. You will find Scout Fly #6 as the cave opens up again, on the right side.

7. Just after this, you will come to a chasm that you must jump to clear, as well as the explosives on the other side, and another Blue Eco Vent that you will have to go through — followed by the seventh Scout Fly. Snag it and you will be rewarded with another Power Cell.

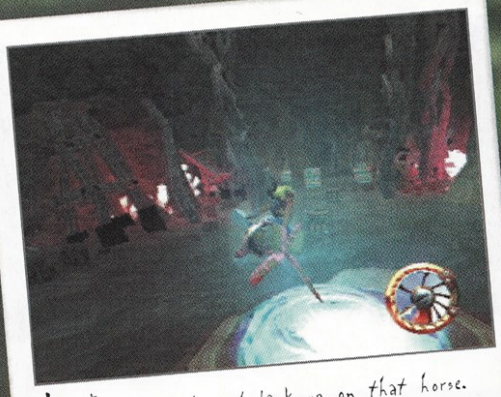
FIND THE HIDDEN POWER CELL 4

A In order to retrieve this Power Cell, we must have activated the Yellow Vent Switch in Snowy Mountain (see: "Find The Yellow Vent Switch"). If that has been accomplished, from Volcanic Crater, head back into the cave that connects the Mountain Pass to Volcanic Crater and get on the Zoomer.

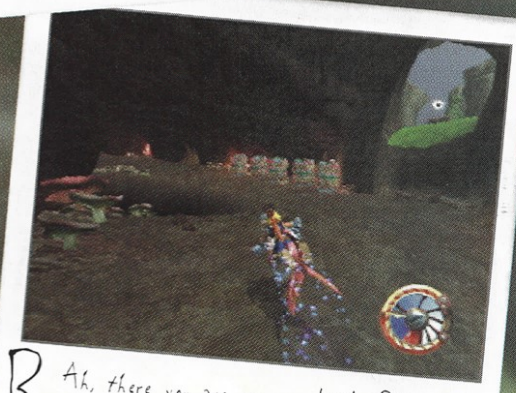
B We will need to take the Zoomer back through the cave and work our way back toward the beginning of the Mountain Pass. You might want to remember to make sure that we don't hit any of the explosives along the way. Eventually, we will see the missing Power Cell through an opening on the right side of the cave — but, we can not get at it from inside the cave.

C Instead, we will have to pilot the Zoomer back out into the open, grassy area of the Mountain Pass and look for the Yellow Eco Vent. Assuming that it is turned on, go through the Vent and fire a shot, from the Zoomer, at the suspicious looking rock formation on the wall next to the Vent.

D This will result in the rocks being destroyed, and we can jump on over and collect this secret Power Cell — sweet!

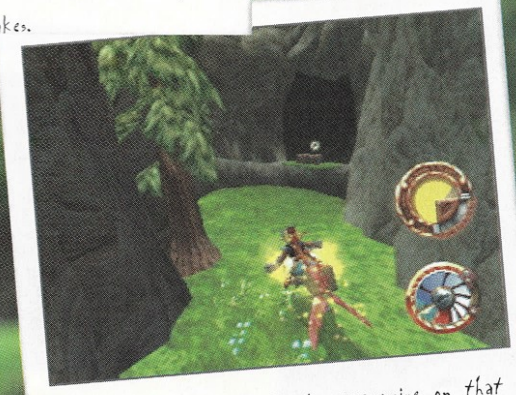


A It's time to get back up on that horse.



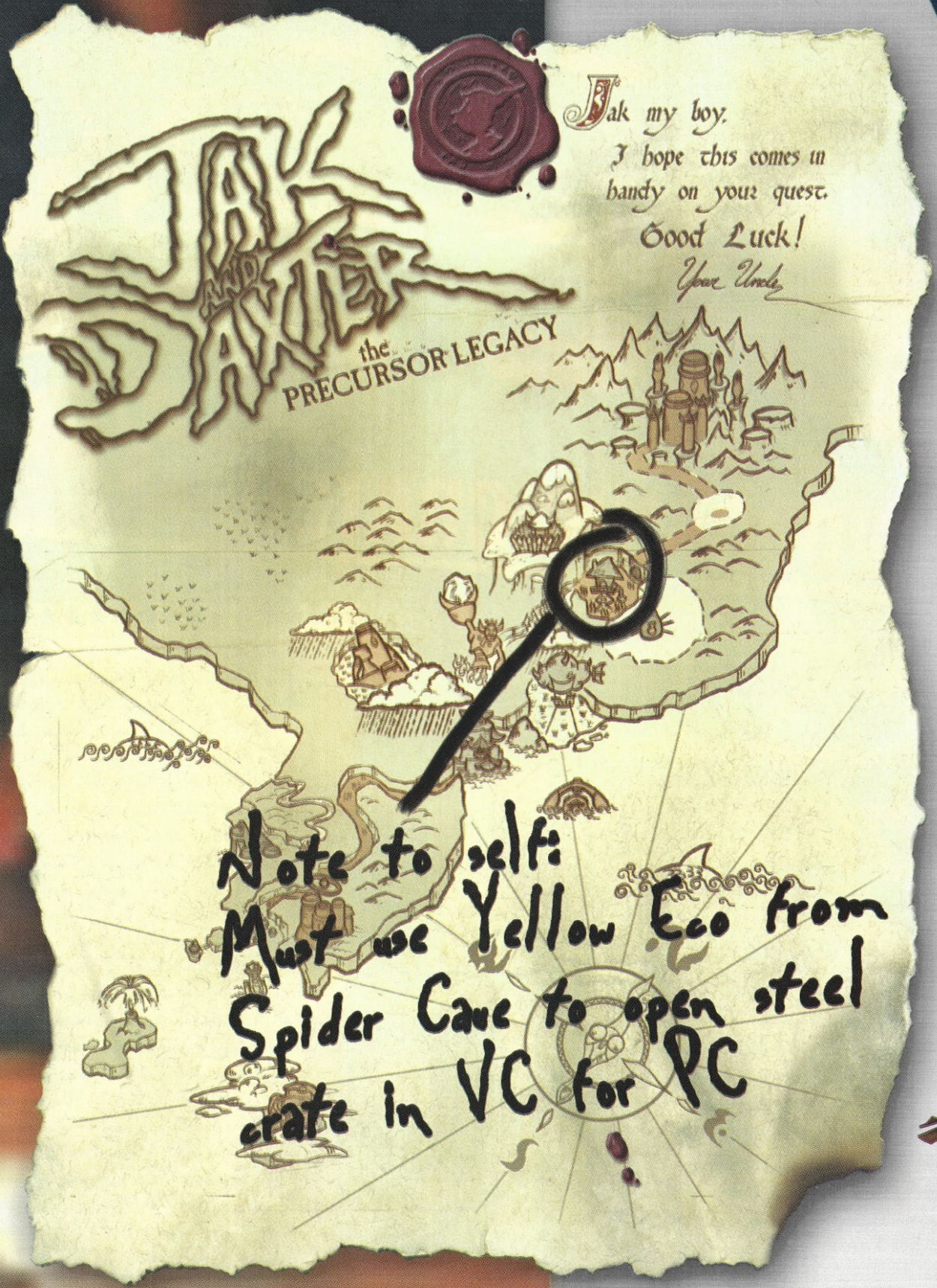
B Ah, there you are — you little PC devil!

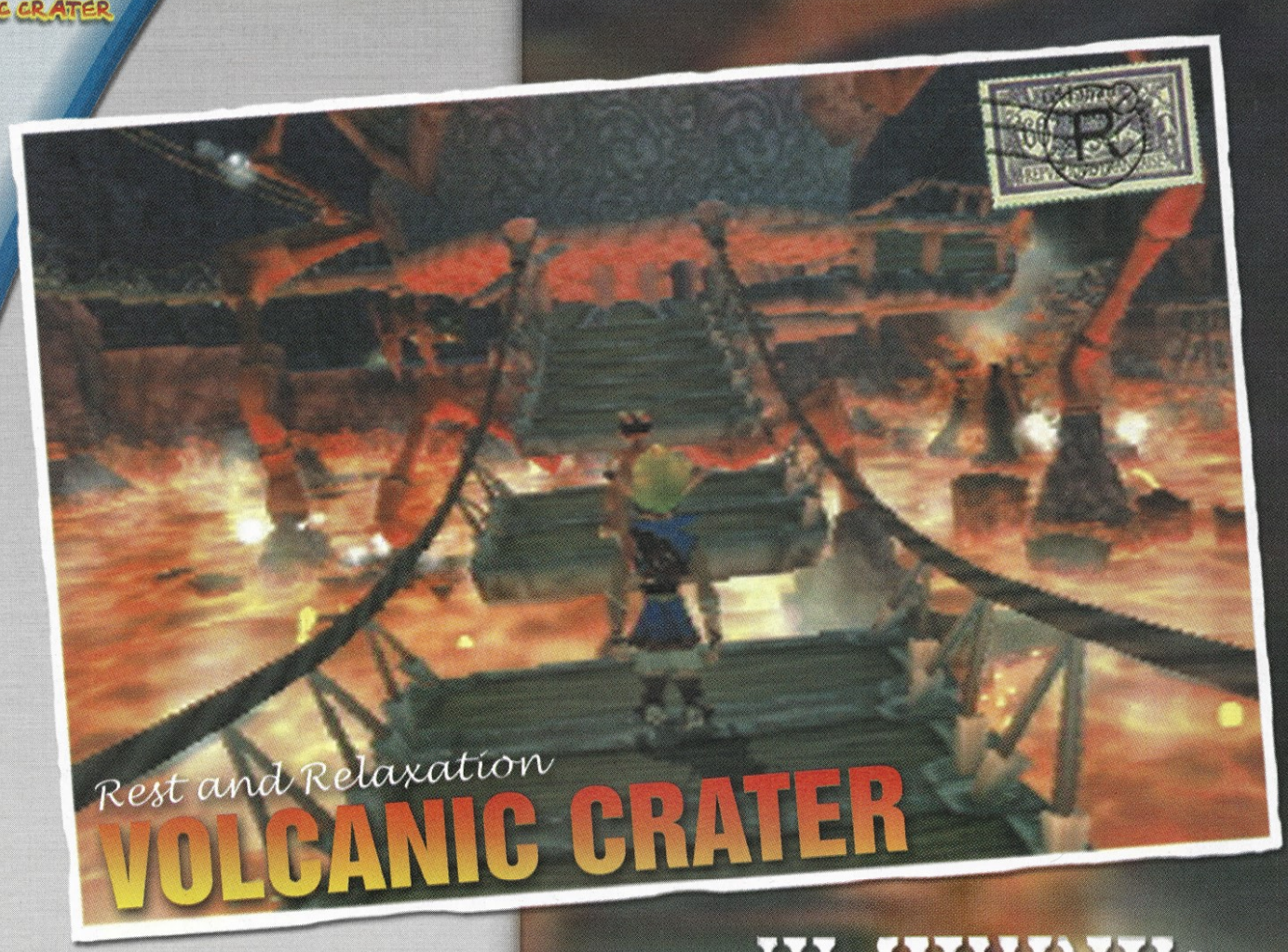
C One blast of Yellow Eco aimed directly at the rocks is all it takes.



D Be careful not to be too aggressive on that jump — you can actually shoot over the PC!

VOLCANIC CRATER





Rest and Relaxation

VOLCANIC CRATER

SAGE ADVICE

Requirements for Entry:

47 POWER CELLS

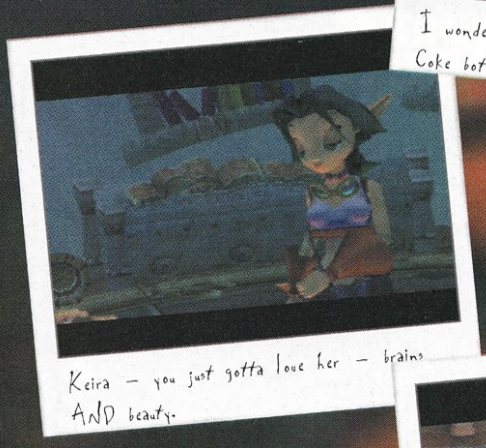
PRECURSOR ORBS: 50

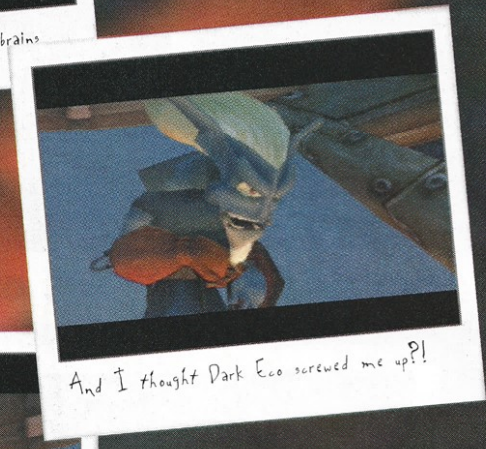
POWER CELLS: 6

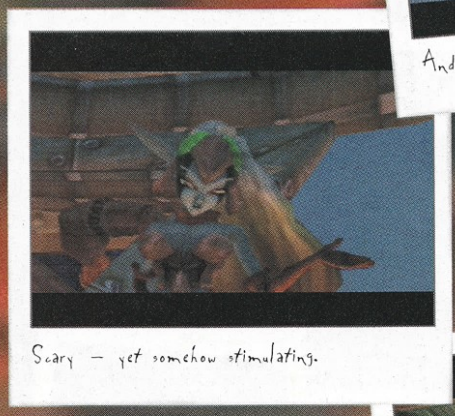
1. Bring 90 Orbs To The Miners
2. Bring 90 Orbs To The Miners
3. Bring 90 Orbs To The Miners
4. Bring 90 Orbs To The Miners
5. Free 7 Scout Flies
6. Bring 120 Orbs To The Oracle
7. Bring 120 Orbs To The Oracle
8. Find The Hidden Power Cell

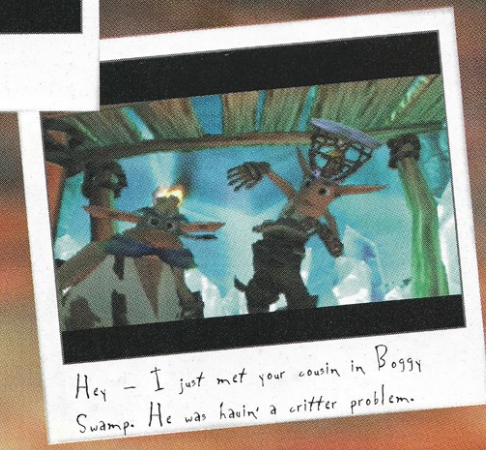
When we arrive in Volcanic Crater, we need to go to the Red Sages hut that is in the middle of the area. You will find that the Red Sage is missing. Gol and Maia appear – yes, the same Gol that was supposed to change me back into a human! They tell us that the Blue and Red Sages are perfectly safe in their Citadel, and that the Sages are working for them. It seems that the evil Gol and Maia have discovered that Dark Eco can be controlled – they've learned its secrets and they can shape the world to their liking. Soon they will have access to the vast stores of Dark Eco hidden underground – in the Silos. If they open the Silos, the Dark Eco will twist and warp everything it touches – destroying our world. We need to get 72 Power Cells to be able to improve the Zoomers Heat Shield enough to make it across the Lava Tube and get to the crater below – where Gol and Maia are mining for Dark Eco. In addition to the Lava Tube, there are two other areas that we have access to from Volcanic Crater – Spider Cave and Snowy Mountain. Access to Snowy Mountain is gained via a gondola that is not active when we arrive at the Crater – it will take Keira a little while before she can get it up and running.

MEET AND GREET THE GOOD FOLKS OF VOLCANIC CRATER









SAMOS HAGAI

The Green Sage will lay it all on the line for us. After Gol and Maia appear and give us the det's on their evil-doings, Samos will tell us that we still need more Power Cells — it's going to take 72 of them to safely get through the Lava Tube and make it to the Citadel. If you talk to him a second time, he will give you the scoop on the Spider Cave.

KEIRA

Keira is working on getting the Zoomer's heat shield up to snuff, AND trying to get the gondola to Snowy Mountain working. If we can bring her 72 Power Cells, she can make sure that the Zoomer can make it over the Lava Tube. The gondola to Snowy Mountain will require that we collect a few Power Cells after arriving in the Volcanic Crater.

GOL

Gol and his sister have been messing with Dark Eco. While I consider Maia to still be attractive in an ooze-covered kind of way, Gol puts the "Ug" in "ugly". It is obvious that the dark stuff has twisted his brain. Great, this is the guy that was supposed to change me back – do you think he wants to work with me on this? Yeah, me too. Maybe that Sculptor's Muse is looking for some companionship.

MAIA

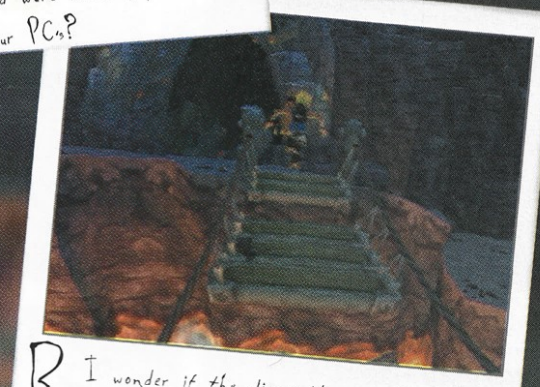
Gol's sister, even in her nastified-by-Dark-Eco state, remains attractive. Of course, that may just be the Ottsel talking. Like her brother, she is determined to rule the world via the power of Dark Eco and the Silos are the key to their success. I guess it will probably all come down to me, you and Jak against these nutty siblings. Want to take any bets on whether or not I remain an Ottsel after all of this is over?

THE MINERS

Willard and Gordy are not the brightest torches in the cave, but they've been digging down here for awhile (for a priceless gem) and they have a few Power Cells. They are willing to part with four of them, at a cost of 90 Precursor Orbs each — it's price fixing, I tell ya!

BRING 90 ORBS TO THE MINERS 1-4

A How in the world were these guys smart enough to find four PC's?

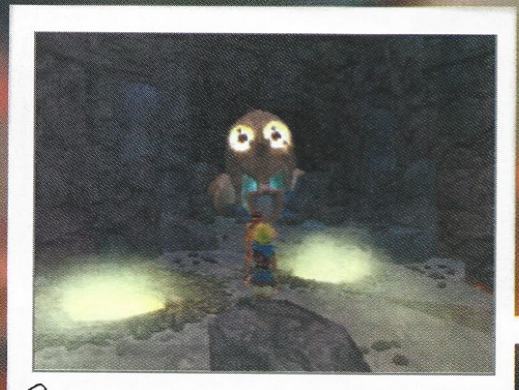


B I wonder if the dim-wits are at dig-dig-digging? Heigh-ho!

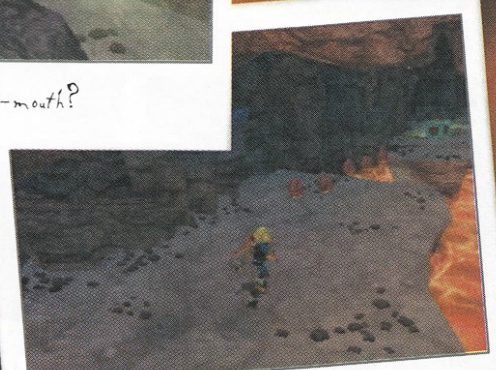
A Willard and Gordy have FOUR Power Cells in their possession and they are willing to part with them for 90 Precursor Orbs each. If you have 360 Orbs, you can acquire all of them.

B They can be found at the end of the tunnel that is across the bridge from the Red Sage's hut.

BRING 120 ORBS TO THE ORACLE 5-6



C Hey – what up shovel-mouth?

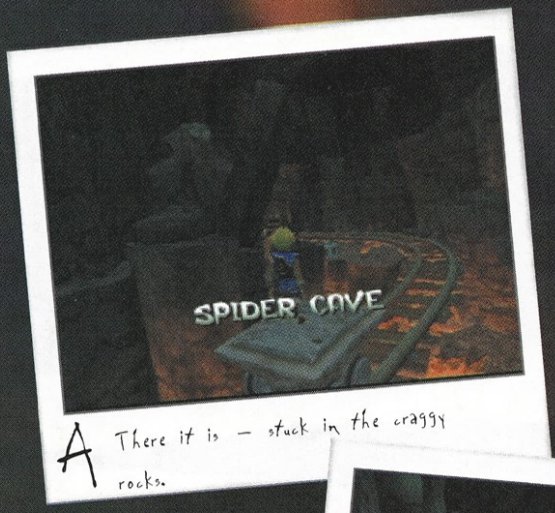


D There's a Scout Fly on the way to see the Oracle.

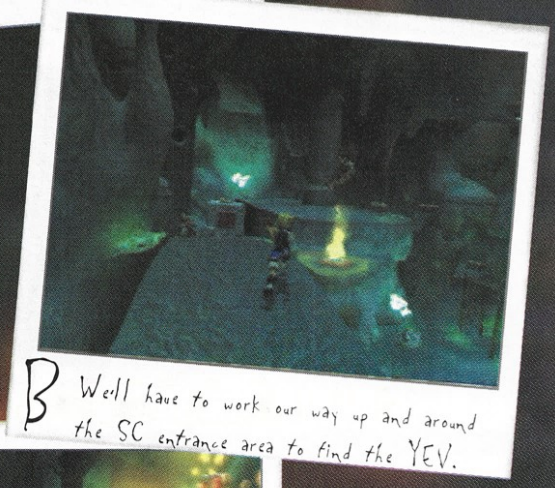
C Another village, another Oracle. This one offers the standard two Power Cells — for 120 Precursor Orbs each. This thing STILL hasn't offered us one decent piece of advice — must be elected to his post!

D The Oracle can be found at the end of a stepping-stone path that is below the Miner's tunnel — at the lava level.

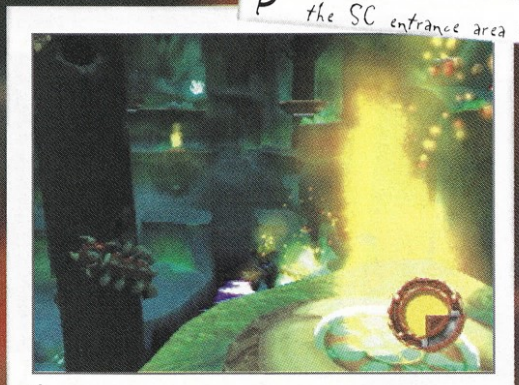
FIND THE HIDDEN POWER CELL 7



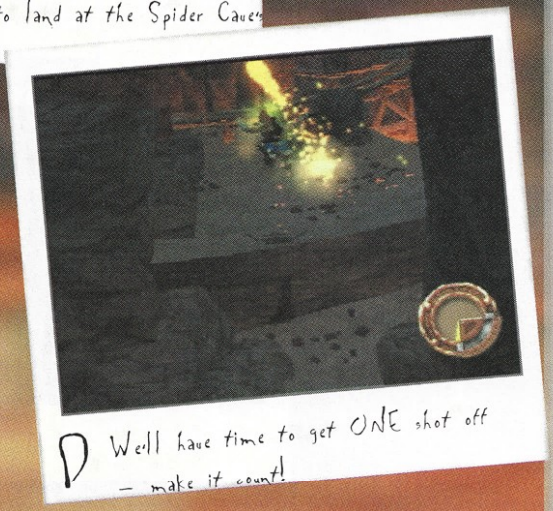
A There it is – stuck in the craggy rocks.



B We'll have to work our way up and around the SC entrance area to find the YEV.



C Drop straight down to land at the Spider Cave entrance.



D We'll have time to get ONE shot off – make it count!

A This Power Cell is tucked away in a steel crate that is resting on some rocks in the middle of the tunnel that leads to the entrance to the Spider Cave.

B In order to open it, we need Yellow Eco. In order to get Yellow Eco, we must venture into the Spider Cave and find the Yellow Eco Vent that is directly above the Spider Cave's entrance.

C Run through the Yellow Eco Vent and drop down to the Cave entrance below. We will need to quickly make our way back out of the cave.

D If we move quickly enough, Jak should have just enough Yellow Eco left on his meter to get off one auto-target shot from the third-person point of view. We need to make sure that we fire it just as we jump up on the last step out of the Spider Cave. The Power Cell will drop right next to the mine cart tracks. If we run out of time, we'll just have to trek back down to the Yellow Eco Vent in the Spider Cave and try again.

FREE 7 SCOUT FLIES

1. If we are missing a Scout Fly in the Volcanic Crater, you've come to the right place. Just take a quick look at these snap shots and see if you can locate what we've been missing. Scout Fly #1 can be found just as we exit the cave at the end of Mountain Pass and arrive at the Volcanic Crater. It is on a step just below the right side of the cave as we enter VC.

2. The second Scout Fly can be found in the Miner's cave.

3. Scout Fly #3 is at the lava level — on a path that leads to the Oracle, below the Miner's cave.

4. The fourth Scout Fly is on a platform leading to the mine cart track that takes us to the Lava Tube.

5. The fifth Scout Fly in Volcanic Crater can be found in the center of the mine cart track that leads to the Lava Tube.

6. Scout Fly #6 is in the center of the mine cart track that leads to the Spider Cave.

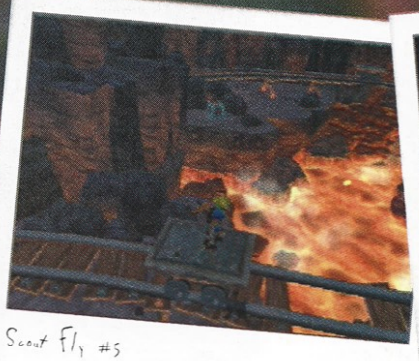
7. The seventh Scout Fly is at the edge of the mine cart track inside the cave that leads to the Spider Cave.

Scout Fly #1

Scout Fly #2

Scout Fly #3

Scout Fly #4

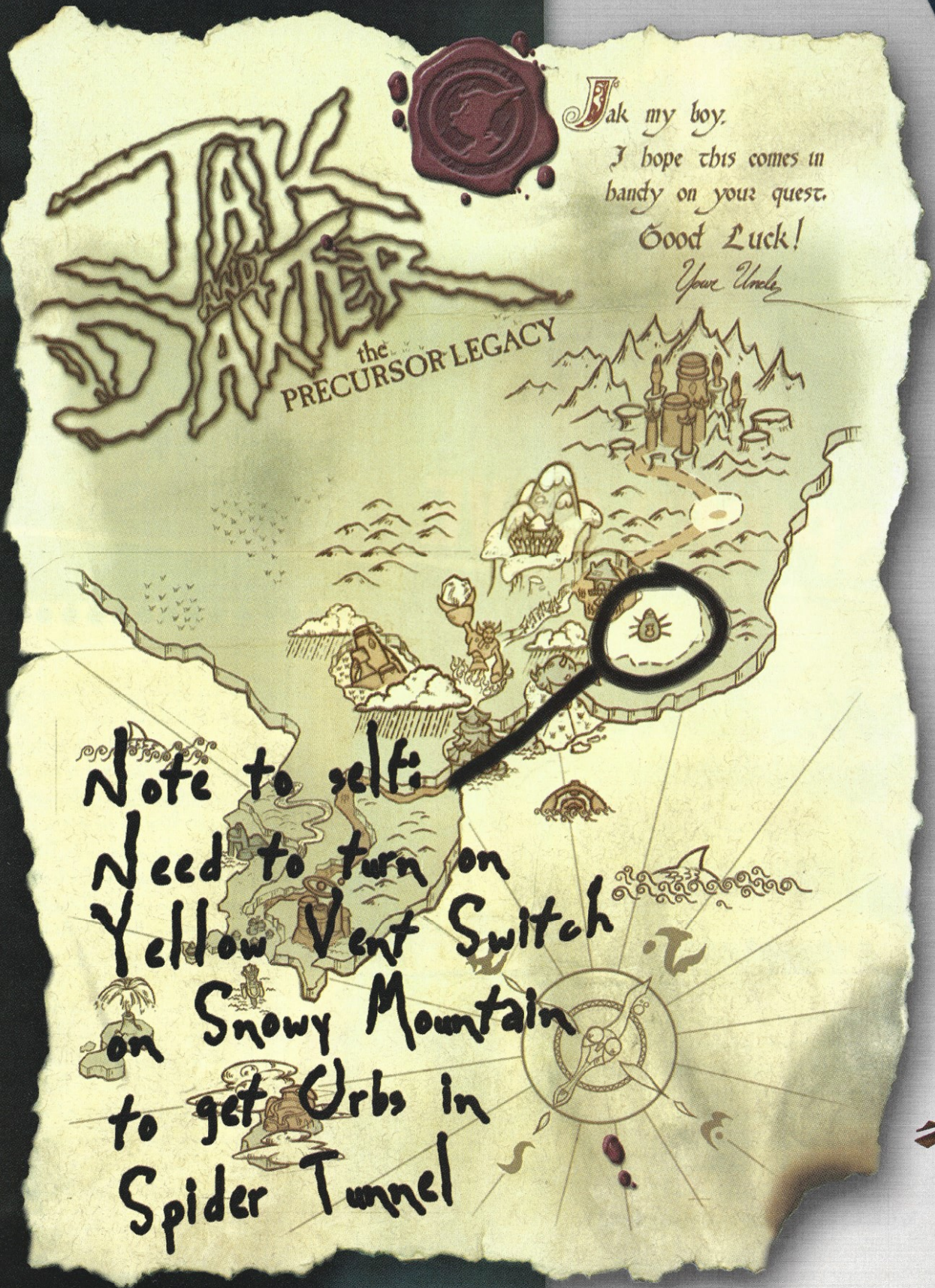


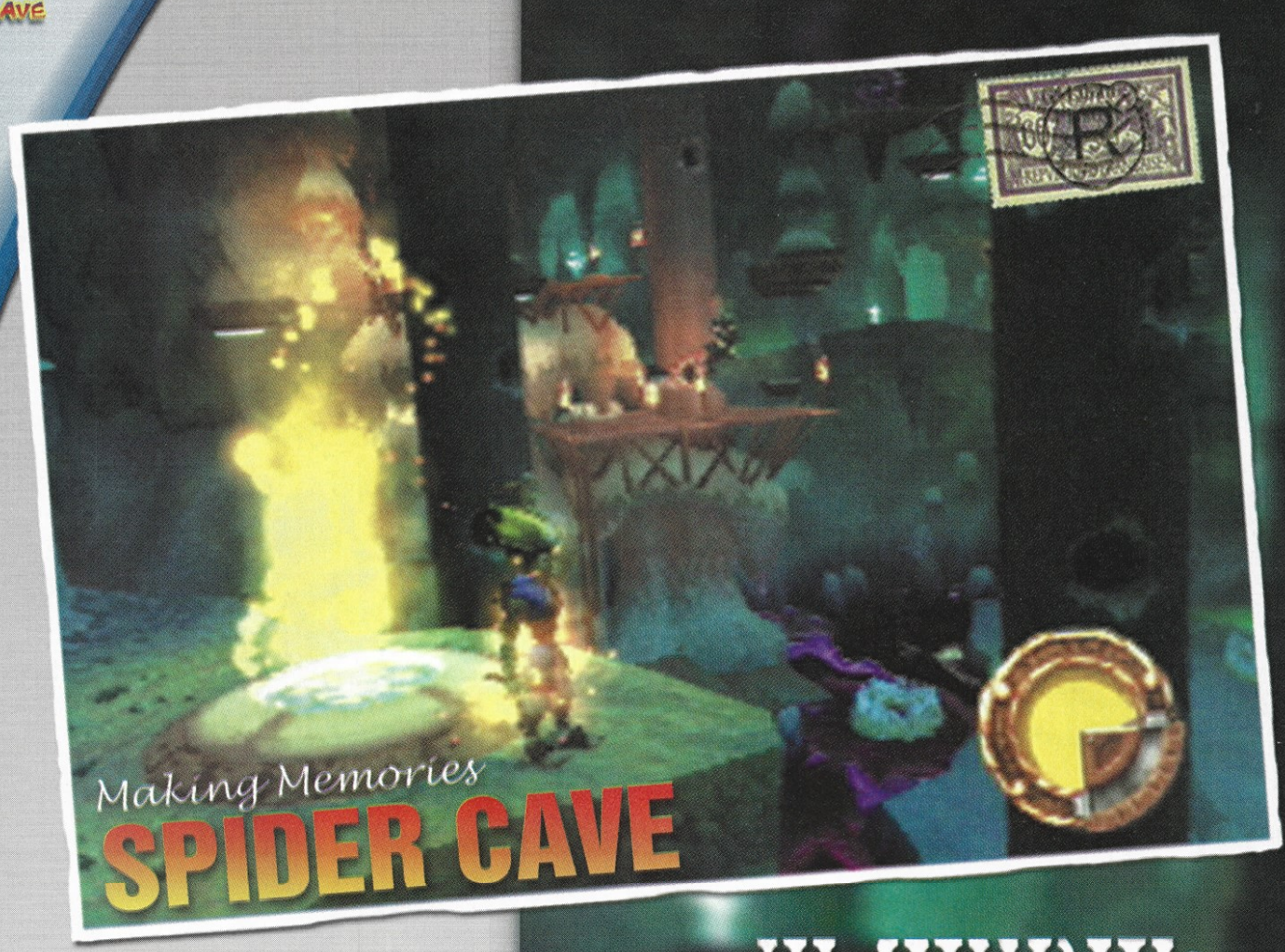
Scout Fly #5

Scout Fly #6

Scout Fly #7

SPIDER CAVE


Jak my boy.
I hope this comes in handy on your quest.
Good Luck!
Your Uncle
JAK AND DAXTER
the PRECURSOR LEGACY
Note to self:
Need to turn on
Yellow Vent Switch
on Snowy Mountain
to get Orbs in
Spider Tunnel



Making Memories

SPIDER CAVE

SAGE ADVICE

Requirements for Entry:

47 POWER CELLS

PRECURSOR ORBS: 200

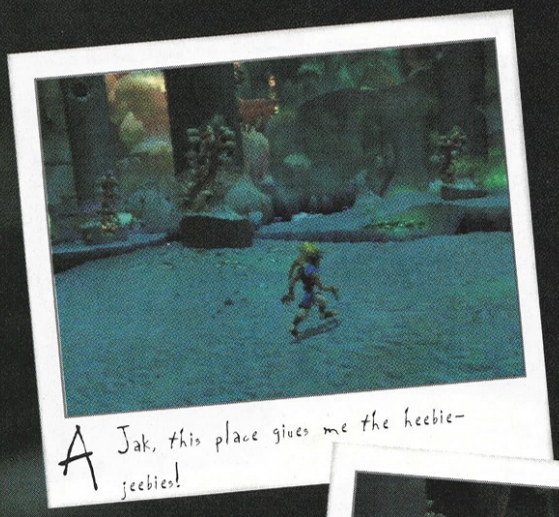
POWER CELLS: 8

1. Use Your Goggles To Shoot The Gnawing Lurkers
2. Climb The Precursor Platforms
3. Explore The Dark Cave
4. Destroy The Dark Eco Crystals
5. Climb The Giant Robot
6. Free 7 Scout Flies
7. Launch To The Poles
8. Navigate The Spider Tunnel

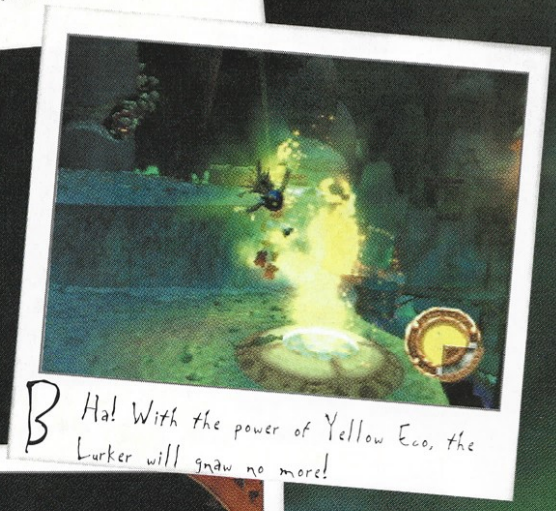
The Spider Cave offers a number of different challenges. There are two paths off of the main cave (where we will acquire the first two Power Cells). One path leads to the Dark Cave – where Jak must use his Spin Attack to keep the lights on. One leads to the Giant Robot – where scaffolding surrounds the Robot and the PC at the top of it (in addition to the PC we will receive when we "Launch To The Poles"). In addition, there are five purple Dark Eco Crystals that must be destroyed in Spider Cave, and we will find these spread throughout the main cave, the path to the Dark Cave and the path to the Giant Robot. Lastly, there are some steel crates that require Yellow Eco to open them. While we will find enough YE in the main cave and around the Giant Robot to open most of them, there is a closed Yellow Eco Vent in the Spider Tunnel. We will not be able to crack open the steel crates in the Spider Tunnel until this YEV is open. We can only do that by finding the YEV Switch on Snowy Mountain. So, if you decide to tackle the Spider Cave BEFORE Snowy Mountain, we will have to come back if we want the Orbs found inside the Spider Tunnel crates. Lets get the adventuring started, shall we?

PRIMAGAMES.COM

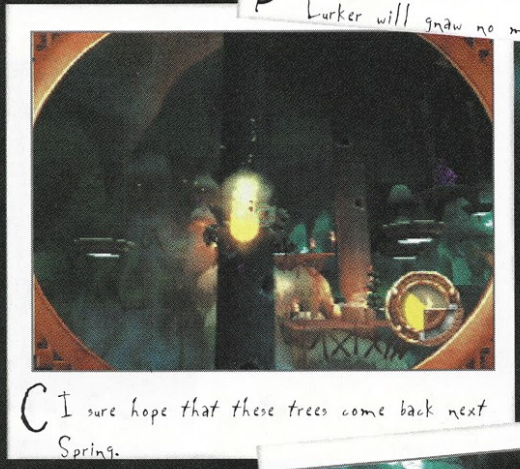
USE YOUR GOGGLES TO SHOOT THE GNAWING LURKERS



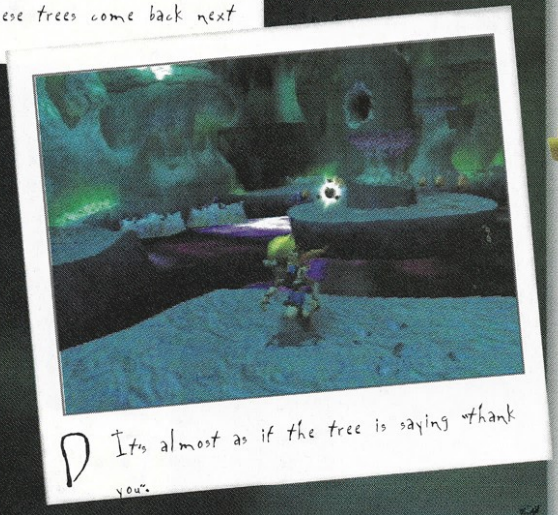
A Jak, this place gives me the heebie-jeebies!



B Ha! With the power of Yellow Eco, the Lurker will gnaw no more!



C I sure hope that these trees come back next Spring.



D It's almost as if the tree is saying "thank you".

A When we enter the main cave in the Spider Cave, we will find a number of support poles with Gnawing Lurkers crawling around and through them. You will also find that most of them are protected by giant spiders that hang from the ceiling of the cave, drop spores that produce more spiders and spit purple goo at us. They can be dispatched with an Uppercut or Power Punch.

B There are a total of 9 of these trees in the main cave — with Yellow Eco Vents conveniently placed around them. Go through the YEV and into first-person mode (Goggles) so that we can shoot the Gnawing Lurkers from the trees.

C It will take a couple of direct hits to bring each Lurker down.

D After all nine are history, a Power Cell will appear at the base of the tree in the center of the cave.

CLIMB THE PRECURSOR PLATFORMS 2

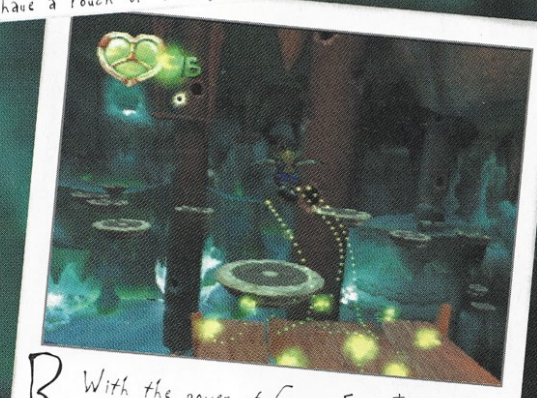
A In the main cave, if you look up in the center of the room, you will find this Power Cell resting atop a wood deck. In order to get to it, we will have to make our way up to the large wood deck at the top of the main cave.

B From here, it is simply a matter of negotiating the Precursor Platforms high above the floor of the main cave.

C Jump out and up, from Precursor Platform to Precursor Platform, until we reach the top.

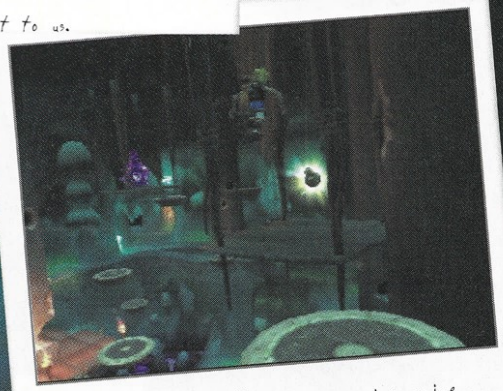
D Here, we will find the Power Cell. Top notch, Noonan — top notch!

A This may not be a good time to mention that I have a touch of Vertigo.



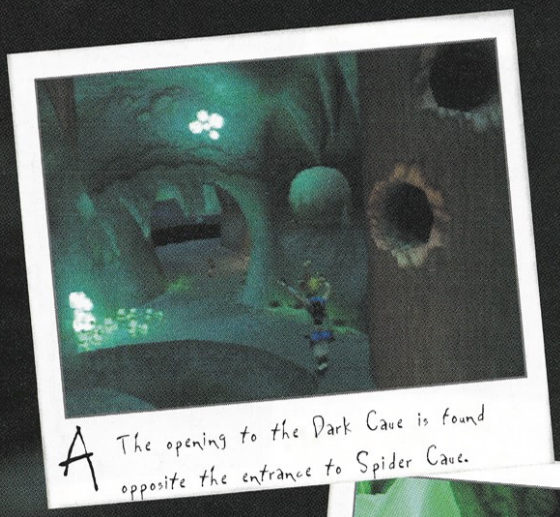
B With the power of Green Eco, I feel like I have wings!

C Just be patient and wait to see which PP is going to get the closest to us.

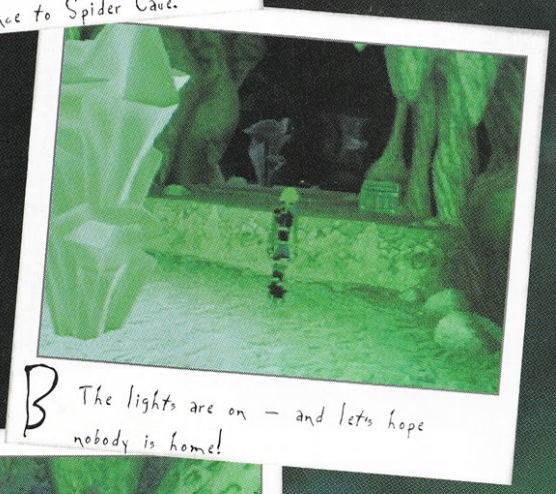


D It's mine – all mine – mine, mine, mine!

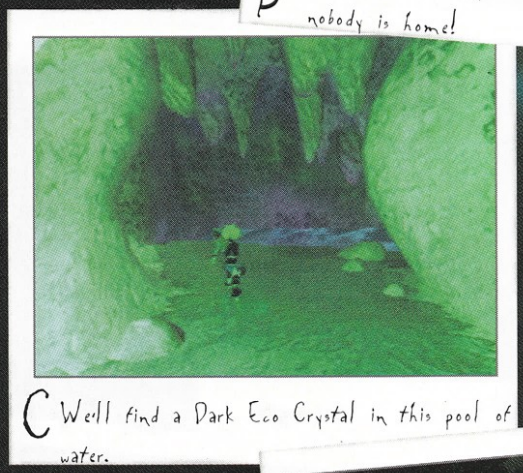
EXPLORE THE DARK CAVE 3



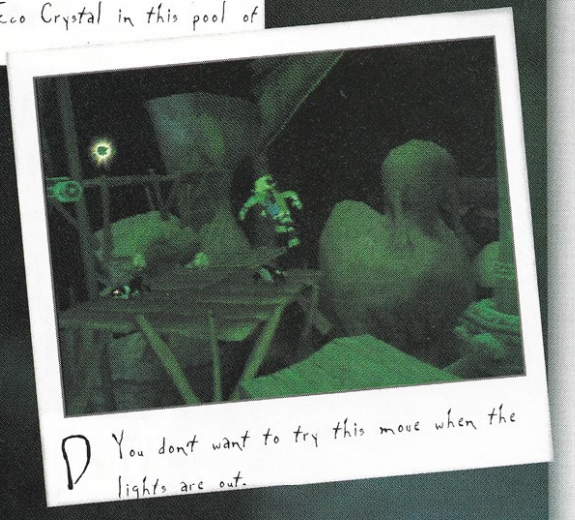
A The opening to the Dark Cave is found opposite the entrance to Spider Cave.



B The lights are on — and let's hope nobody is home!



C We'll find a Dark Eco Crystal in this pool of water.



D You don't want to try this move when the lights are out.

A The Dark Cave can be accessed through an opening high in the wall of the main cave (use the various spider web trampolines or the wood path near the center of the main cave to get to it).

B In the Dark Cave, we will find that we need to make sure that Jak uses his Spin Attack to keep the lights on — these crystals will give off light for a period of time after Jak attacks them. (If he continues to hit them, they will stay on at their highest level of intensity.) If the crystal fades and the lights go out, we will find it VERY difficult to safely make our way through the Dark Cave.

C We simply need to follow the path through the Dark Cave, where we will find a Scout Fly and a Dark Eco Crystal (tucked away in a corner near a crystal — at the bottom of a small pool of water) in our travels.

D After working our way from crystal to crystal, keeping the lights on as much as possible, and making use of the lifts and spinning platforms that we find on the wood path along the way, we will find the Power Cell at the top of the Dark Cave. After snagging it, we can ride the lift down to the entrance to Dark Cave.

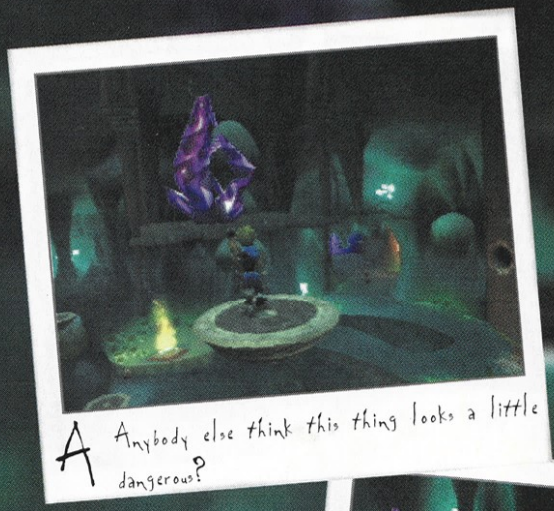
DESTROY THE DARK ECO CRYSTALS 4

A There are a total of five Dark Eco Crystals that we must find in the Spider Cave. In order to destroy them, Jak must use a Spin or Charge Attack on them. Once we do, we will only have a few seconds to get away from the DEC(s) before they explode and we take damage. The first one can be found on a platform at the top of the main cave, near the "Climb The Precursor Platforms" Power Cell. To make things easier, we can use Yellow Eco (when available) to shoot them.

B The second DEC can be found at the entrance to the Dark Cave. It is across the Dark Eco pond to the left. In addition, the third DEC can be found just across the Dark Eco pond on the right — in that nice pool of clean, blue water. Use Jak's Launch move to vault over to the pool and dive to the bottom of it to activate the DEC. This path is marked by a couple of steel crates. We will need Yellow Eco from the main cave to open them.

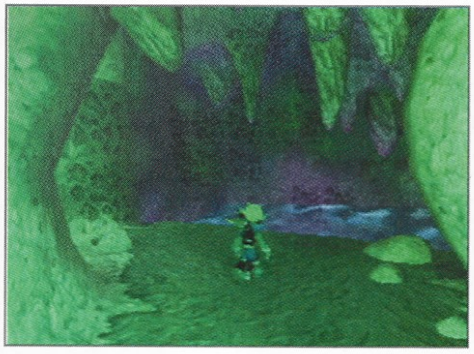
C The fourth Dark Eco Crystal is at the bottom of a pool of water next to a crystal along the path that leads to the Power Cell in the Dark Cave.

D The fifth, and last, Dark Eco Crystal is found just before we get to the cave that is home to the Giant Robot. It is over on the right side of the small cave that serves as sort of a vestibule to the Giant Robot cave — just across a Dark Eco pond.

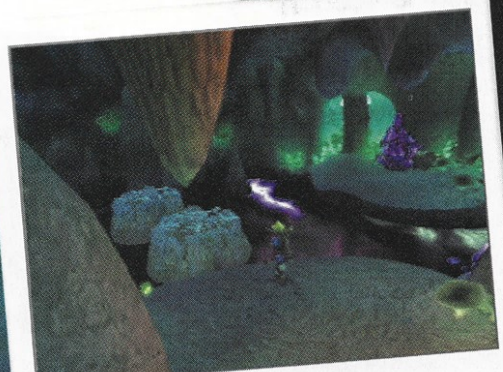


A Anybody else think this thing looks a little dangerous?

B The pool of blue water is to the right.

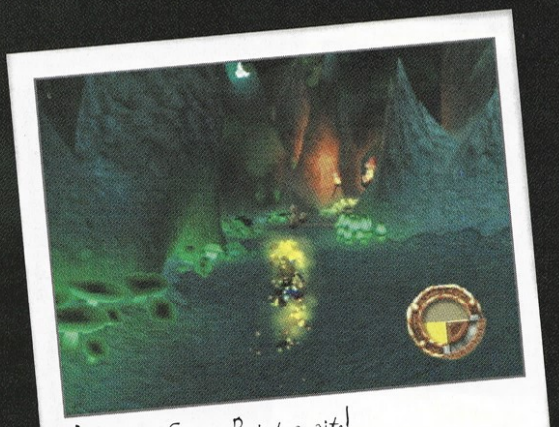


C Just dive to the bottom to find the DEC.

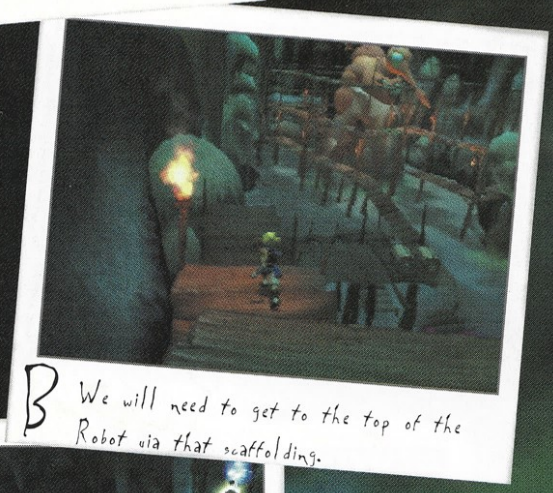


D Well, that looks like the last of them — our job here is finished!

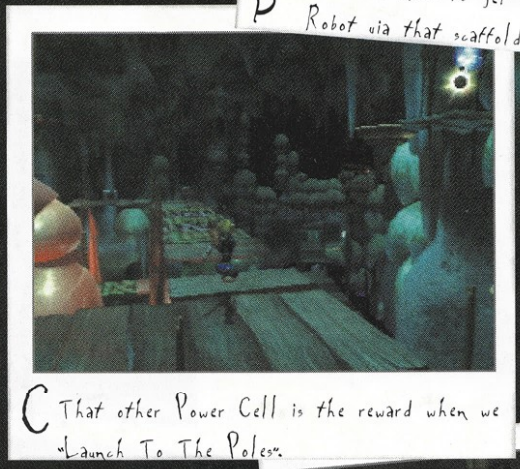
CLIMB THE GIANT ROBOT 5



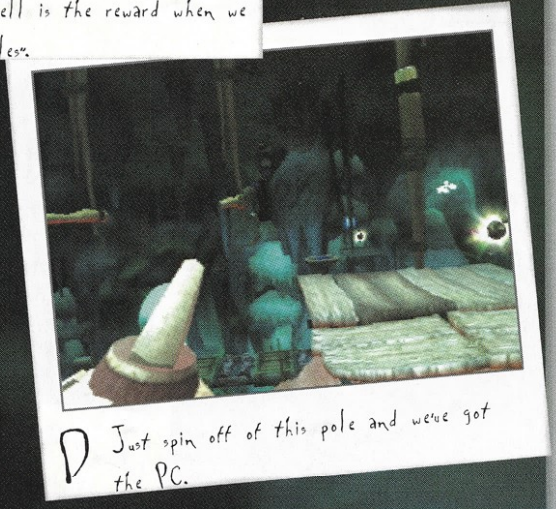
A The Giant Robot awaits!



B We will need to get to the top of the Robot via that scaffolding.



C That other Power Cell is the reward when we "Launch To The Poles".



D Just spin off of this pole and we've got the PC.

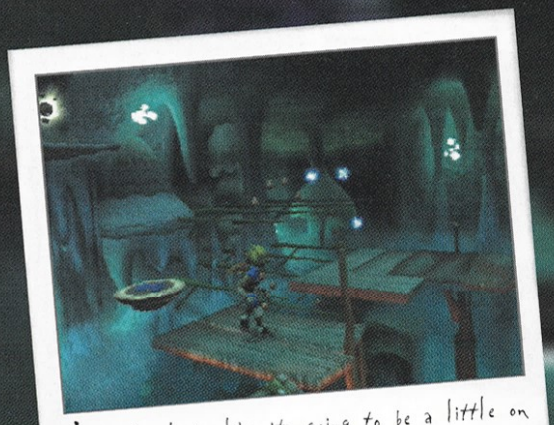
A The path that leads to the Giant Robot cave can be found on the lower level of the main cave — to the left of the large wood structure that is opposite the entrance to the main cave.

B The Giant Robot area is a series of wood scaffoldings that will lead us to the top of the Robot and The Power Cell. Along the way, we will come in contact with Blue and Yellow Eco, a number of lifts, a spinning platform, some purple Lurkers and a new driller Lurker. You want to wait to attack them until their drills malfunction, then we can lower the boom.

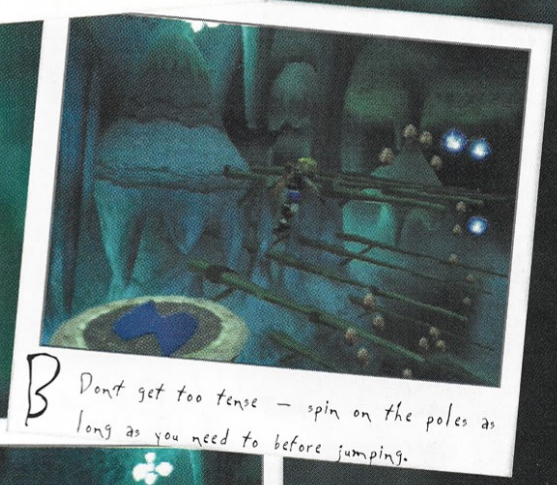
C Near the top of the scaffolding and the Giant Robot, we will find a couple of Blue Eco platforms that lead to some poles and a bunch of Orbs. There is also a Scout Fly up on the scaffolding just below the Power Cell.

D The Power Cell is just above the top of the Giant Robot. We will be tested with a challenging series of poles that we need to spin around and jump from to reach the PC.

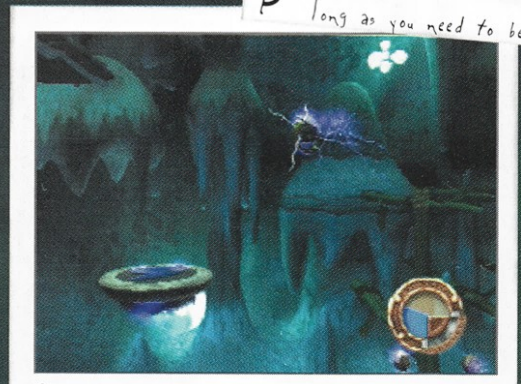
LAUNCH TO THE POLES



A This looks like it's going to be a little on the tricky side.



B Don't get too tense — spin on the poles as long as you need to before jumping.



C That BE platform will take us to the Cell.

D THAT was a tough one — all those poles — yeesh!

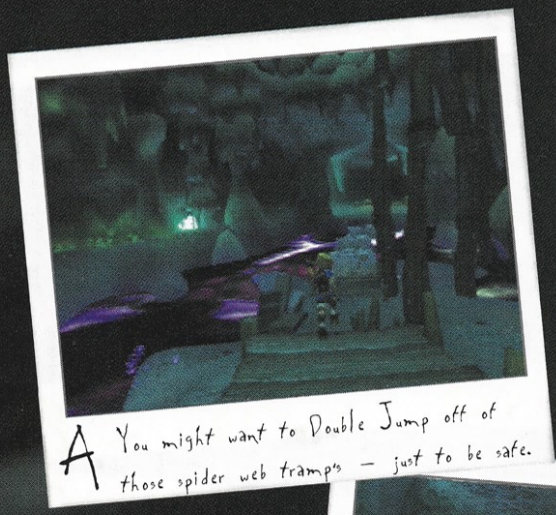
A We will need to locate a wood platform just below the top of the Giant Robot. Across from it are a couple of Blue Eco platforms and a number of poles, Blue Eco and Orbs. There is also a Precursor Launcher on the bottom, near the robot, that we can use as an alternate way of getting up to the Power Cell.

B Jump out to the Blue Eco platform, then up to the poles. We will have to swing up to the highest row of poles to nab the Blue Eco.

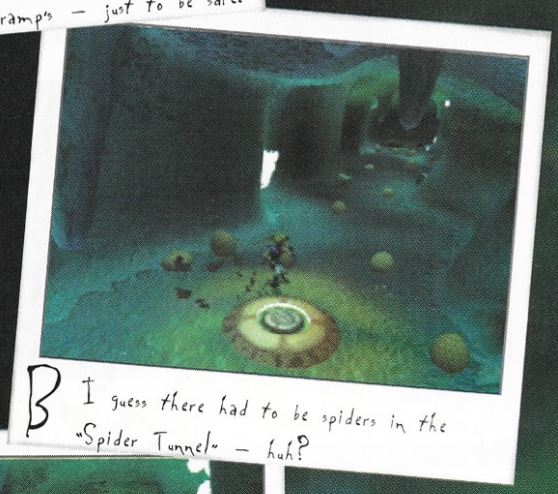
C Once Jak is channeling the Blue stuff, we will need to swing back to the left on the poles and up on to the higher, floating Blue Eco platform — causing it to activate (as long as Jak is still channeling). In addition, we will want to snag all of the Orbs before activating and riding the platform.

D The platform will take us up to the Power Cell, where we can add it to our collection.

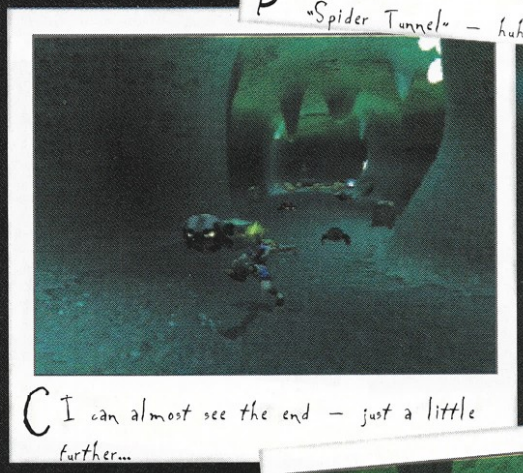
NAVIGATE THE SPIDER TUNNEL 7



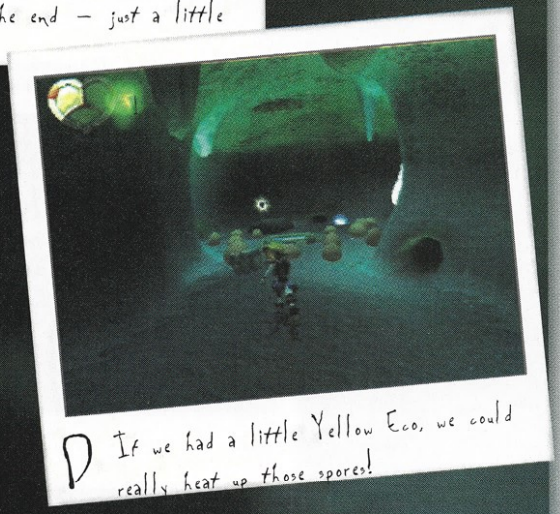
A You might want to Double Jump off of those spider web tramp's – just to be safe.



B I guess there had to be spiders in the "Spider Tunnel" – huh?



C I can almost see the end – just a little further...



D If we had a little Yellow Eco, we could really heat up those spores!

A The Spider Tunnel can be found opposite the wood ramp that leads up the scaffolding that surrounds the Giant Robot in its cave. We must traverse a couple of spider web trampolines to get across the Dark Eco to the Tunnel.

B In the Spider Tunnel, we will find a Yellow Eco Vent and some steel crates. If we have not turned on the Yellow Eco Switch found in Snowy Mountain, the Vent will not be active. We will have to return here to open the steel crates (containing Precursor Orbs) after doing so.

C As we head through Spider Tunnel, we are going to find a bunch of spores that give birth to a number of spiders. We will need to Spin Attack them with prejudice as we make our way to the end of the tunnel.

D At the end of the Tunnel, we will find the Power Cell, a Blue Eco and a Precursor Launcher that will vault us back up to the entrance to the Giant Robot cave.

FREE 7 SCOUT FLIES

1 The Scout Flies in the Spider Cave can be a little tricky to find. Let's see if I can point you toward the ones that you may be missing. Scout Fly #1 can be found on a path above the entrance to the main cave from Volcanic Crater.

2 The second Scout Fly is high in the main cave on the side that leads to the entrance to the Dark Cave

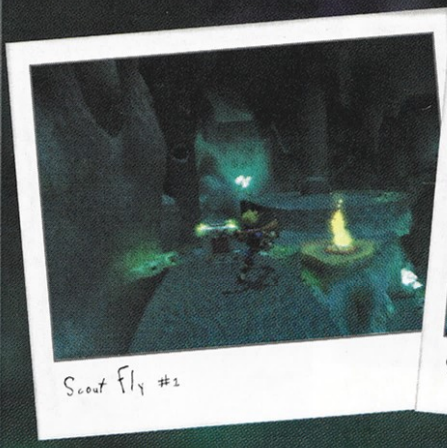
3 Scout Fly #3 can be found at the end of a path that branches off of the wood structure in the main cave that is opposite the main cave's entrance.

4 The fourth Scout Fly is just in front of a Dark Eco pond in the small cave that acts as a vestibule between the main cave and the Dark Cave. This is also the same place where we find the Dark Eco Crystal in that pool of blue water on the other side.

5 The fifth Scout Fly in Spider Cave can be found in the Dark Cave on the main path — just past the recess that features the pool of blue water and its Dark Eco Crystal.

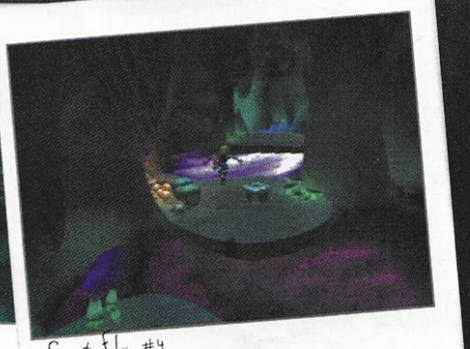
6 Scout Fly #6 is at the end of a path on the scaffolding in the Giant Robot cave that features a number of steel crates — next to the Giant Robot itself.

7 The seventh Scout Fly is near the top of the Giant Robot on the wood scaffolding.


Scout Fly #1

Scout Fly #2

Scout Fly #3

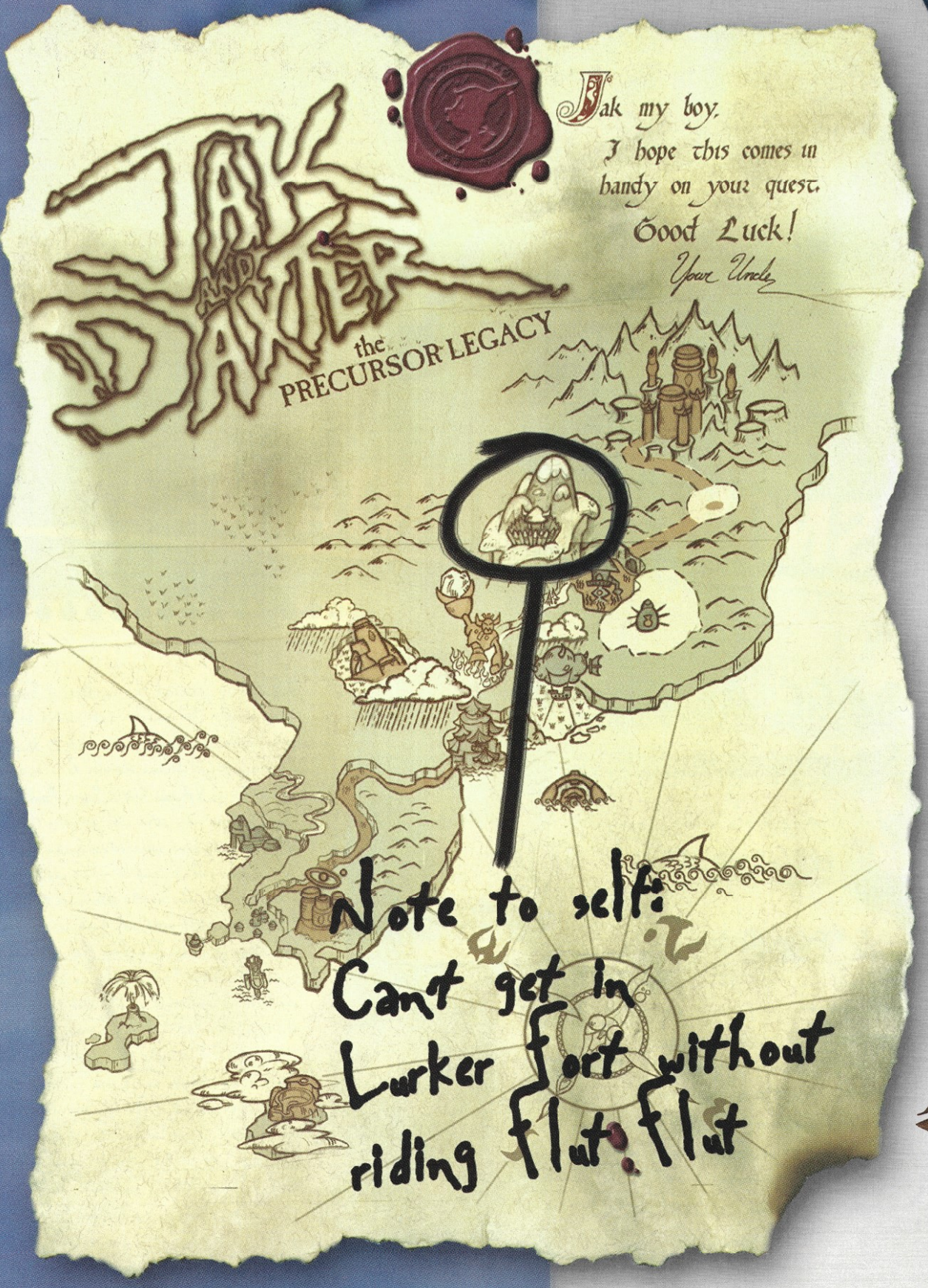

Scout Fly #4

Scout Fly #5

Scout Fly #6

Scout Fly #7

SNOWY MOUNTAIN



Enchanted Getaway

SNOWY MOUNTAIN

SAGE ADVICE

Requirements for Entry:

47 POWER CELLS

PRECURSOR ORBS: 200

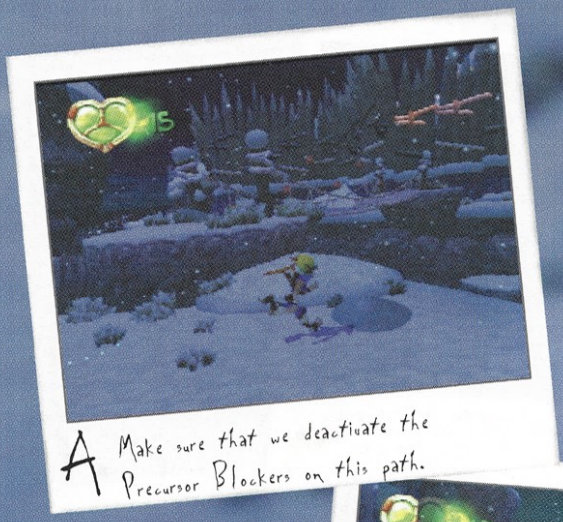
POWER CELLS: 8

1. Survive The Lurker Infested Cave
2. Find The Yellow Vent Switch
3. Stop The 3 Lurker Glacier Troops
4. Deactivate The Precursor Blockers
5. Open The Lurker Fort Gate
6. Get Through The Lurker Fort
7. Open The Frozen Crate
8. Free 7 Scout Flies

The only way to reach the icy slopes of Snowy Mountain is via gondola. The gondola is not running when we first arrive in Volcanic Crater. Keira needs to do a little work on it and it will become available to us once we find a couple PCs in Volcanic Crater. Snowy Mountain breaks down to three main paths, with activities that branch from each. The left-most path features a cave from which giant snowballs are rolling downhill – we can get our bearings from this path. The middle path leads to the Lurker Fort and the right-most path leads up some steep cliffs and features a Yellow Eco Vent that will open after we "Find The Yellow Vent Switch". In addition, there are a couple of icy caves that we will need to explore and our old friend, the Flut Flut bird is ready, willing and able to help us "Open The Lurker Fort Gate". There are also a couple of new enemies in the area – regenerating snow Lurkers that pop out of the snow like daisies, little mini-snow Lurkers, and ice Lurkers with spikes that pop out of their backs (wait for the spikes to retreat before giving them a Charge Attack). Intrigued? Good – let's get going, we are closing in on Gol and Maias Citadel.

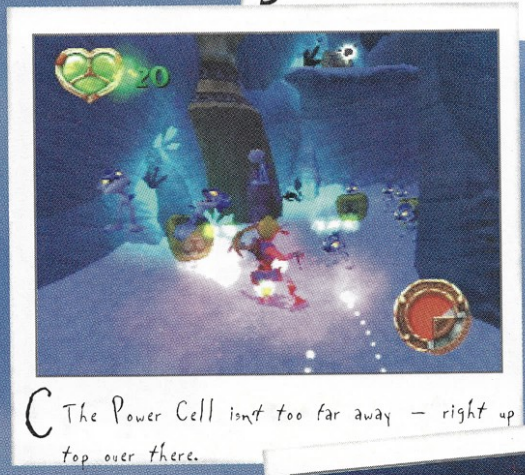
PRIMAGAMES.COM

SURVIVE THE LURKER INFESTED CAVE

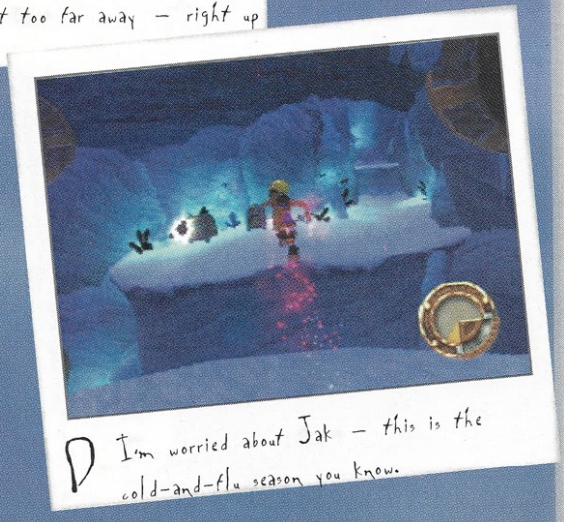


A Make sure that we deactivate the Precursor Blockers on this path.

B You talk about skating on thin ice!



C The Power Cell isn't too far away — right up top over there.



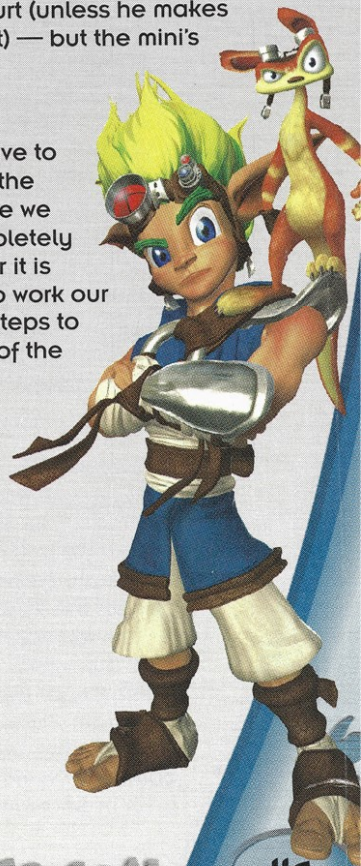
D I'm worried about Jak — this is the cold-and-flu season you know.

A The cave can be reached by using the middle path up Snowy Mountain — the path that leads to the Lurker Fort. At the top of the middle path, cross the icy bridge, then take a left at the Fort. The bridge that leads to the Cave will appear on our left.

B Before we enter the cave, we will find an icy area featuring some Precursor Blockers and a couple of Lurkers. We can deactivate the Blockers by jumping over the force fields that protect them, landing on the top of the Blockers themselves. But, this is made a little more tricky due to the icy conditions. Our best bet is to Jump out of a Charge Attack to clear the force fields.

C Inside the cave, we will find another Precursor Blocker and a Precursor Platform that will allow us to cross a chasm in the cave. On the other side, we will find a Red Eco Vent and a ton of mini-snow Lurkers that start attacking. We need to make sure that Jak stays juiced with the Red stuff and that we destroy all of the Dark Eco crates in the area. As long as Jak is channeling Red Eco, we won't get hurt (unless he makes direct contact with it) — but the mini's will!

D We will probably have to make a few trips to the Red Eco Vent before we will be able to completely clear the area. After it is cleared, we need to work our way up the snowy steps to declare ownership of the Power Cell.



FIND THE YELLOW VENT SWITCH 2

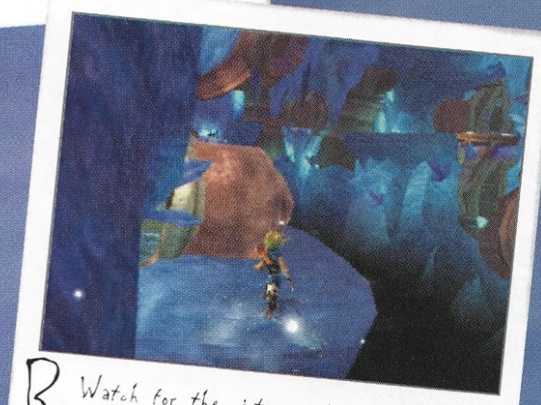
A The secret cave that contains the Yellow Vent Switch is protected by a grouping of snow-covered pine trees in the cliff wall that is just to the right of the Lurker Fort Gate (if you look closely, you will be able to see some icy-blue light peaking out over the tops of the trees). This area is heavily defended by snow Lurkers, so we will need to keep on our (frostbit) toes. We will also find a Scout Fly crate to the right of the cave's entrance.

B The cave itself is a series of icy jumps that feature a number of pistons moving in and out of cave walls and Precursor Platforms that will take us from one icy path to the next. The key to navigating this area is to be patient and not overreact because of the slippery surface. In addition, using a Charge Attack off of the ice to a moving Precursor Platform, then executing a Double Jump and Spin will give us better momentum and more of a margin for error in trying to land on the Precursor Platform.

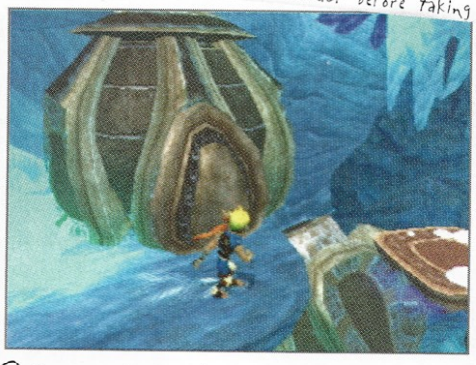
C This last Precursor Platform jump is tough. The piston is right at the edge, so we need to wait for it to retract, then do a Charge Attack to get some momentum. But, it is easy to jump PAST the Precursor Platform, so we need only perform a regular Jump out of the Charge Attack.

D The Yellow Vent Switch and the Power Cell are just past the last Precursor Platform ride and around a snowy corner. As in the Forbidden Temple, we simply need step on the Switch to collect the Power Cell and activate it — this will open Yellow Eco Vents all over the world. We will need to use these to get the Hidden Power Cell on Mountain Pass, to open some steel crates in the Spider Tunnel, and to collect a Power Cell on the right-most path in Snowy Mountain.

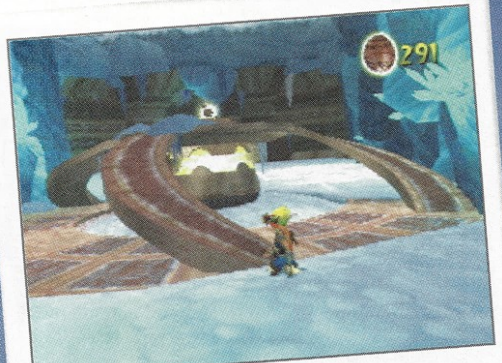
A There's the cave — right under that big clump of snow.



B Watch for the pistons and wait for them to retract before taking off.



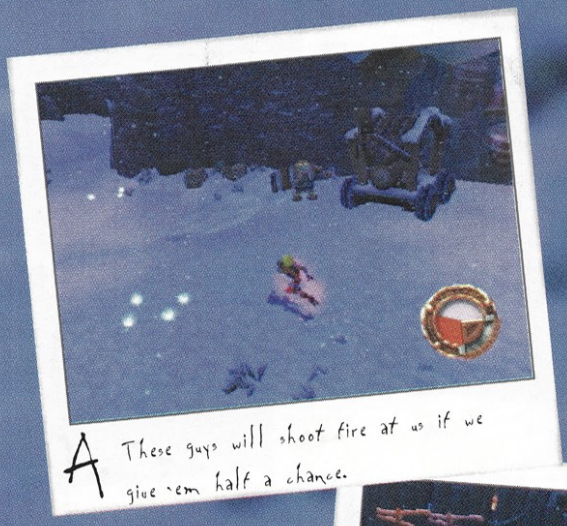
C I think I can, I think I can, I think I can...



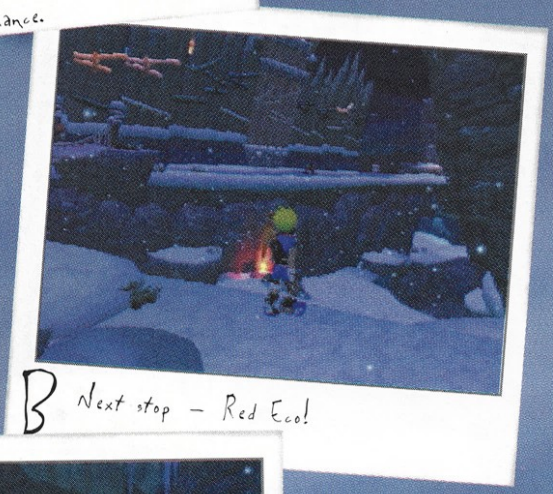
D Hey — I think I've seen this ramp-doohickey someplace else!

PRIMAGAMES.COM

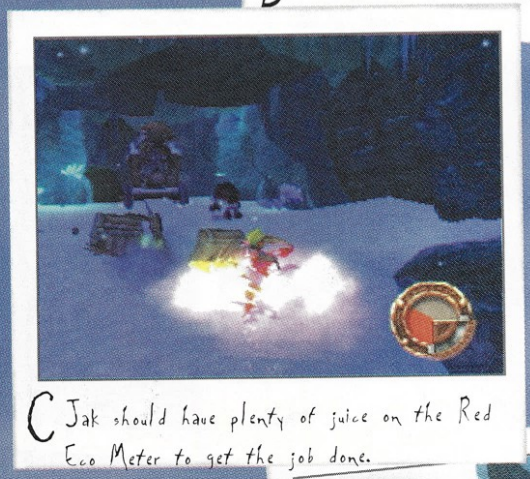
STOP THE 3 LURKER GLACIER TROOPS 3



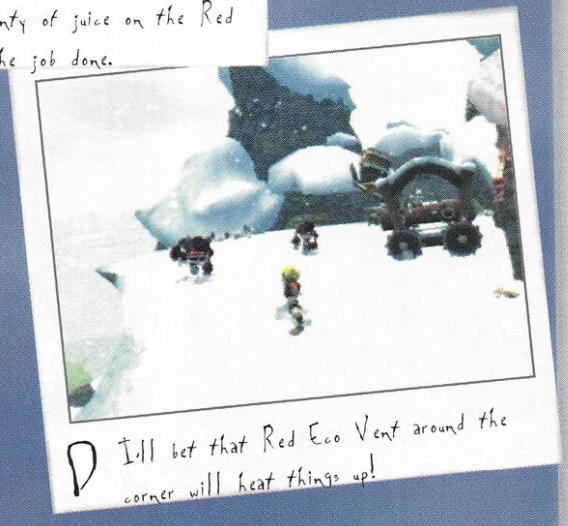
A These guys will shoot fire at us if we give 'em half a chance.



B Next stop – Red Eco!



C Jak should have plenty of juice on the Red Eco Meter to get the job done.



D I'll bet that Red Eco Vent around the corner will heat things up!

A The 3 Lurker Glacier Troops can be found in three different parts of Snowy Mountain, but they all share some common traits. First, they can only be defeated when Jak is channeling Red Eco, as their wood shields require one blow of the Red stuff to destroy the shield, then another hit to finish off the Troop himself (we will always find a Red Eco Vent in close proximity to a Lurker Glacier Troop). Second, they are all sitting atop ice drillers and will not come off of these contraptions until we have defeated all of the other Lurkers in the immediate area — only then will they leave their perches. We can find the first Lurker Glacier Troop at the top of the left-most path up Snowy Mountain (the one that features snowballs rolling down its face), just past a Red Eco Vent.

B The second Lurker Glacier Troop can be found in the area below the bridge that leads to the Lurker Fort — at the end of the middle path up Snowy Mountain. We simply need to drop down to the area below, take on all snow Lurkers that pop up and run through that Red Eco Vent.

C Run through the Red Eco Vent, then head down the snowy path along the cliff wall. At the end of the path, we will find an icy cave that is home to the second Lurker Glacier Troop. Take care of all the other baddies first, then the Troop will come gunning for us.

D The final Lurker Glacier Troop is located at the highest point of Snowy Mountain. We can get to him via a cliff path that is to the left of the secret cave where we found the Yellow Vent Switch. If you don't remember, the cave is across from the Lurker Fort, which is located at the end of the middle path up Snowy Mountain. There is a Red Eco Vent just past the Troop, adjacent to a frozen pond (we will also find a bridge that leads to the Flut Flut up here). Run through the Vent, then we can deal with the Troop. Once he has succumbed, the Power Cell is ours.

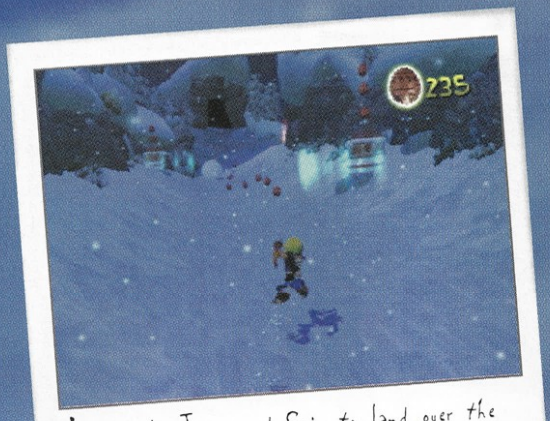
DEACTIVATE THE PRECURSOR BLOCKERS 4

A Precursor Blockers are found all over Snowy Mountain and we will have to explore every nook and cranny to get all 13 Of them. The first one can be seen just as we get off the gondola, and we will find two more on the left path up Snowy Mountain.

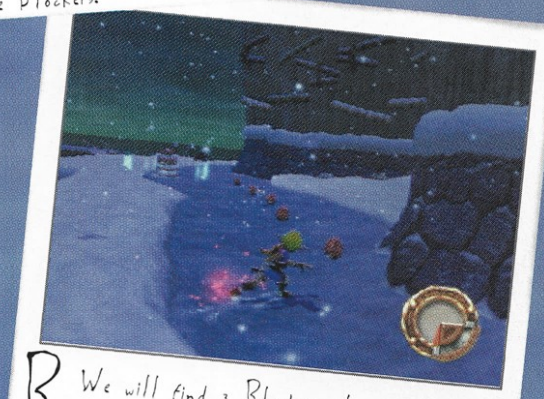
B There are three more Precursor Blockers to be found in the area in front of the Lurker Fort and two on the icy land mass that connects the Lurker Fort area to the Lurker Infested Cave. Plus, one at the entrance to the Lurker Infested Cave.

C Then, there are four Precursor Blockers that are found at the frozen pond that is adjacent to the last Lurker Glacier Troop and the bridge to the Flut Flut (this area can also be accessed from the gondola area by taking the right-most path up Snowy Mountain), for a total of 13 Precursor Blockers.

D If we find all 13, we can claim the Power Cell.



A Double Jump and Spin to land over the shield and on the Blockers.



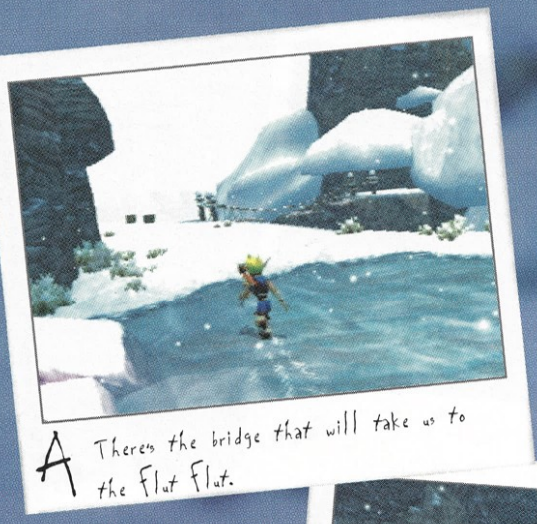
B We will find 3 Blockers along the ice in front of the Fort.

C Make sure we get all of the Lurkers before taking care of the Blockers.

D I am "Air-Daxter" and this is MY house!

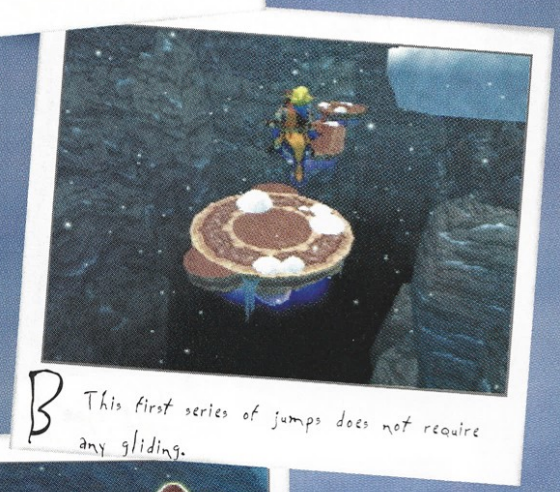
PRIMAGAMES.COM

OPEN THE LURKER FORT GATE



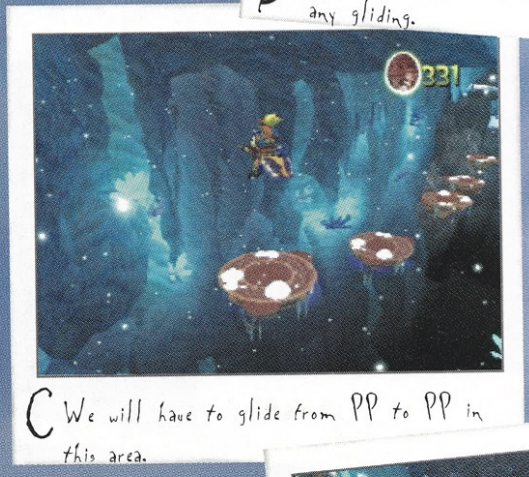
A There's the bridge that will take us to the Flut Flut.

A In order to open the Lurker Fort Gate, we must locate a switch that is at the end of an exhilarating Flut Flut flight. We can find the Flut Flut on the other side of the bridge that is located adjacent to the frozen pond that is home to four Precursor Blockers. This area can be reached from the gondola by taking the right-most path up Snowy Mountain, or by taking the path up the cliff by the Lurker Fort — which from the gondola, can be reached via the middle path up Snowy Mountain.



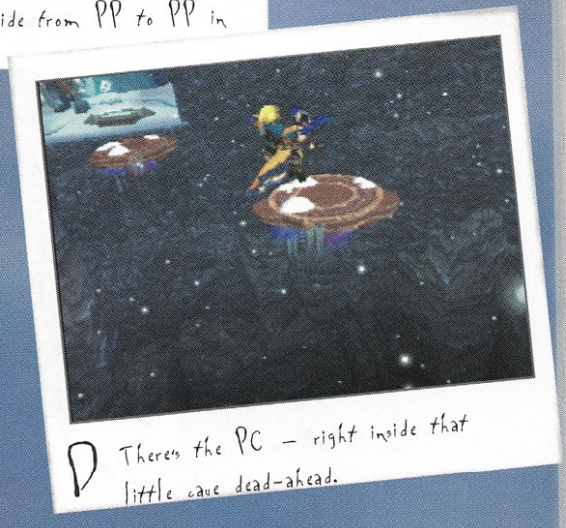
B This first series of jumps does not require any gliding.

B Get on the Flut Flut and run over the switch in the snow. This will make a number of Precursor Platforms appear in the canyon up ahead. The Flut Flut controls here just as it does in Boggy Swamp. Obviously, if you didn't take care of the Flut Flut Egg situation in Sentinel Beach, the Flut Flut will not be available to us here. Get on the big bird and begin jumping and gliding. We are on a timer once we trip the switch, so we are going to need to make some quick decisions before those PP's disappear.



C We will have to glide from PP to PP in this area.

C As we make our way over the canyon, we will find a number of Orbs and two more switches that will make two more sets of Precursor Platforms appear. The second set of PP's will require some patience as we wait for one to rise above the next, as some of the Platforms are moving (both up and down and side-to-side). Although we should be wary of the timer, exercise patience — we've got more time than you think.



D There's the PC — right inside that little cave dead-ahead.

D The last Precursor Platform run is actually a little easier to deal with than the second. While there are a number of PP's that must be negotiated, the jumps and glides are a little less challenging. At the end of the run, we will find the Power Cell sitting atop the switch that will open the Lurker Fort Gate.

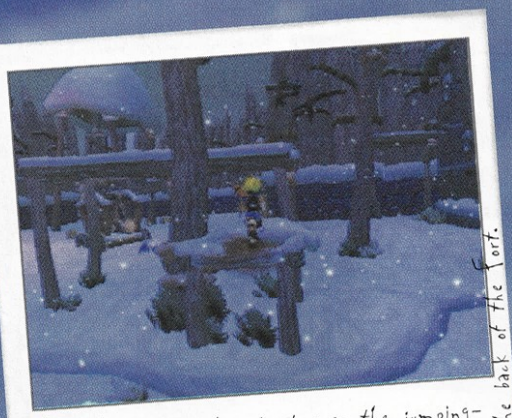
GET THROUGH THE LURKER FORT

A In order to "Get Through The Lurker Fort", we must first get INSIDE it. In order to do this, we must ride the Flut Flut to find the switch (see: "Open The Lurker Fort Gate"). Once we get inside the Lurker Fort, we will need to climb up the large wood structure in the middle of the Fort.

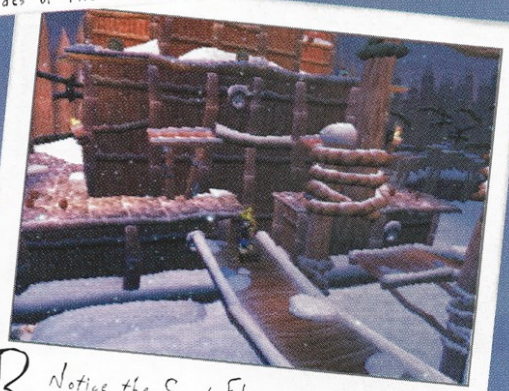
B From this structure, find the path that will allow us a flight path to the left walkway in front of the main building at the back of the Fort. We will need to use a Double Jump and Spin move to be able to grab the walkway. If you choose to investigate the right path in front of the building first, you will find a switch that, when triggered, will cause a wood pole to rise out of the snow at the ground level between the two paths. If we fall or miss a jump, we can come back to it for easy access to the paths around the building. Come to think of it, we might want to do that first — just to be on the safe side!

C Head around the building on the left path and we will come to a number of poles and spinning platforms. Use these to work our way around the perimeter fence of the Fort.

D At the end of the run, after a couple of spinning platforms and some wood steps up to the top of another structure near the Fort Gate, we will find the Power Cell.

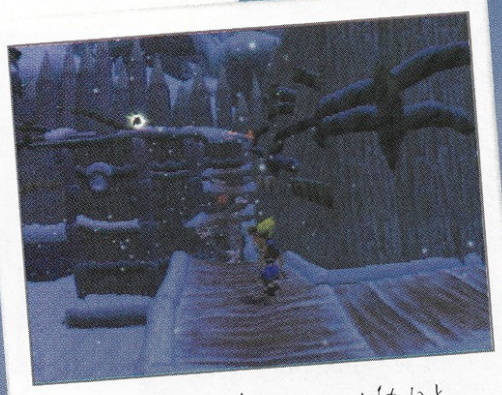


A We can use this structure as the jumping-off point for both sides of the building at the back of the Fort.



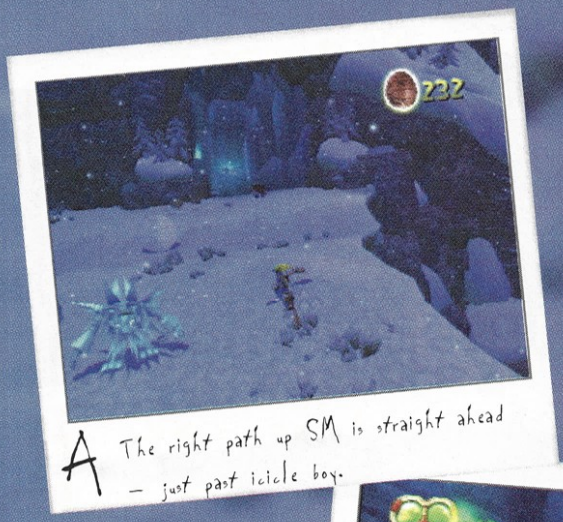
B Notice the Scout Fly on the highest platform in front of the building.

C Follow the poles and we will reach the PC!

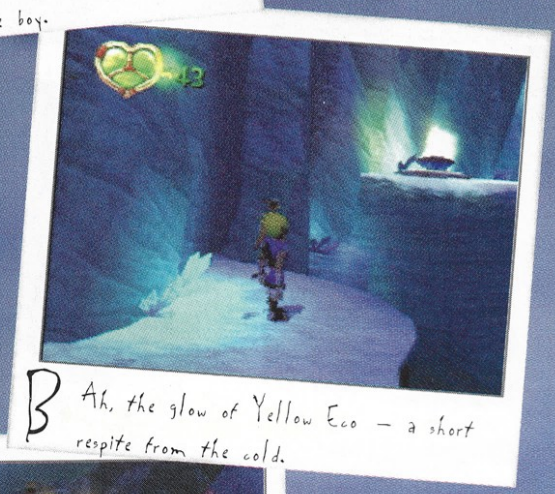


D There's that little baby — right back near the Fort Gate.

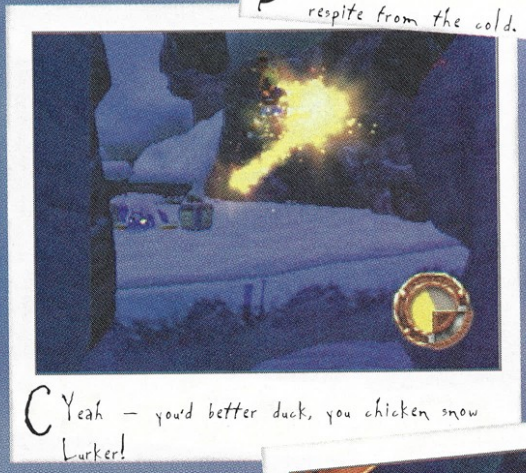
OPEN THE FROZEN CRATE 7



A The right path up SM is straight ahead – just past icicle boy.



B Ah, the glow of Yellow Eco – a short respite from the cold.



C Yeah – you'd better duck, you chicken snow Lurker!

D That Frozen Crate is about to get peeled like a grape.

A The only way we are going to be able to open the Frozen Crate is by making sure that we turn on the Yellow Eco Vents throughout the world (see: "Find The Yellow Vent Switch"). Once the YEV is operational, we will need to take the right path up Snowy Mountain, from the gondola, to find the Frozen Crate.

B We will find the Yellow Eco Vent along a narrow path in this tight canyon. There are also a number of frozen Orbs that we can gather in this immediate area.

C And, there are a few steel crates that we can use the Yellow Eco on to crack them open and gather still more Orbs.

D The Frozen Crate can be found just past the Yellow Eco Vent. Go into first-person mode to aim at the Crate and let the Yellow Eco fly. The Crate will explode and the Power Cell will spring forth.

FREE 7 SCOUT FLIES

1 If we are missing a Scout Fly in Snowy Mountain, you've come to the right place. These poor, frozen buggers are scattered all over SM, so I've tracked down a little 411 for you. Scout Fly #1 can be found near the gondola, in the lower area as we first begin to explore Snowy Mountain.

2 The second Scout Fly can be found below the bridge that leads to the Lurker Fort, near the Red Eco Vent.

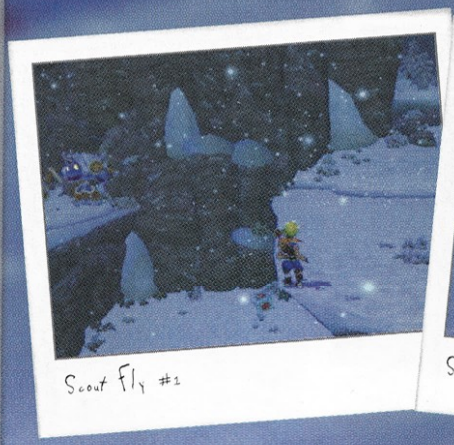
3 Scout Fly #3 is to the right of the entrance to the secret cave (across from the Lurker Fort Gate) that leads to the Yellow Vent Switch.

4 The fourth Scout Fly is on the path that leads up the cliff wall from the Lurker Fort to the frozen pond that houses four Precursor Blockers and the Flut Flut.

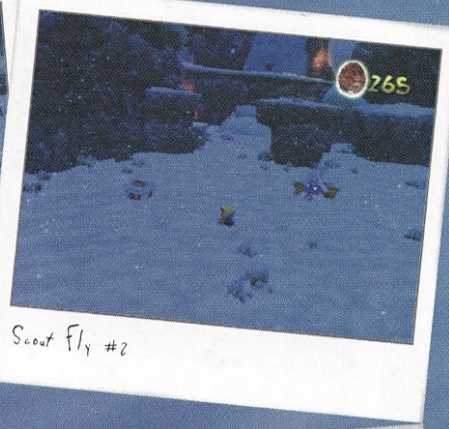
5 The fifth Scout Fly in Snowy Mountain can be found atop the large wood structure in the middle of the Lurker Fort. There is also a Blue Eco here that we can run through and immediately drop back to the ground — activating three Precursor Orb Caches in the process and causing an explosion of Precursor Orbs!

6 Scout Fly #6 is on the highest path in front of the main building at the back of the Lurker Fort. We will have to execute a perfect Double Jump to grab onto the ledge and pull ourselves up to the SF.

7 The seventh Scout Fly can be found near the Yellow Eco Vent on the right-most path up Snowy Mountain (see: "Open The Frozen Crate")

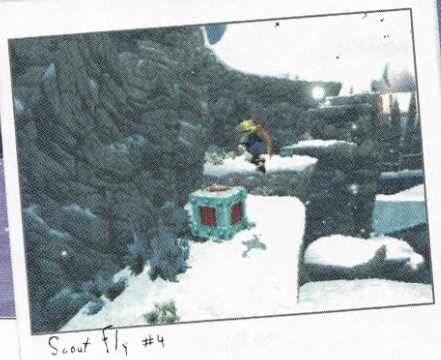


Scout Fly #1

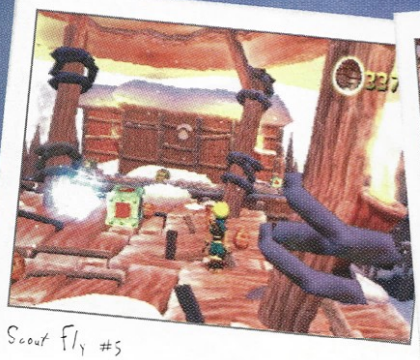


Scout Fly #2

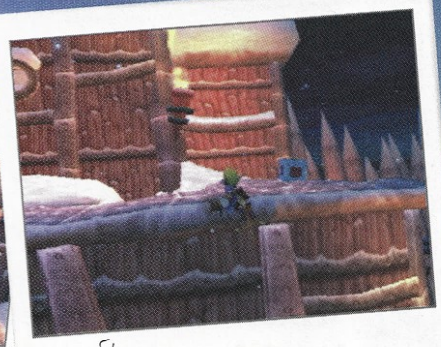
Scout Fly #3



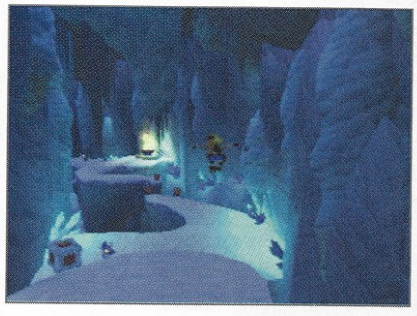
Scout Fly #4



Scout Fly #5



Scout Fly #6



Scout Fly #7

LAVA TUBE

Jak my boy,
I hope this comes in handy on your quest.
Good Luck!
Your Uncle
JAK AND DAXTER
the PRECURSOR LEGACY
Note to self:
Have to get
Kiera 72 PCs
to get across

Lazy Days

LAVA TUBE

SAGE ADVICE

Requirements for Entry:

72 POWER CELLS

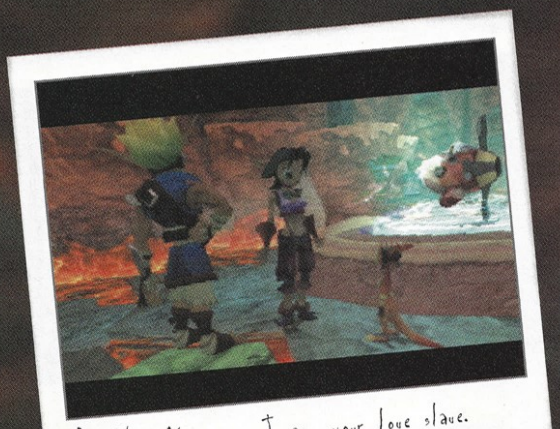
PRECURSOR ORBS: 50

POWER CELLS: 2

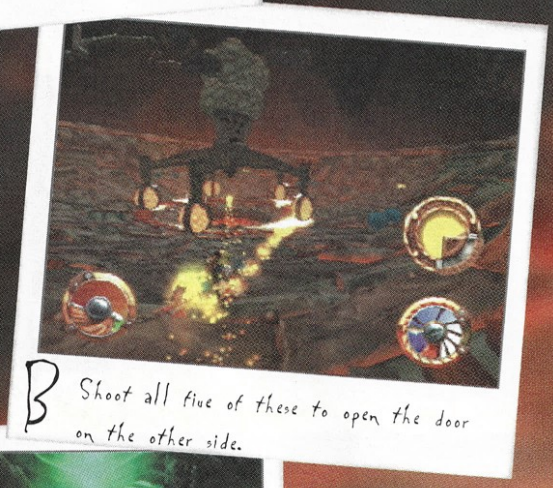
1. Reach The End of The Lava Tube
2. Free 7 Scout Flies

Once we have 72 Power Cells in our possession, we will be able to take the Zoomer across the Lava Tube. The shield will now stand temperatures up to 800 degrees as we make our way through the Lava Tube – and we will need every single one of those degrees to make it through to the end. This Zoomer challenge is far longer than those found in Fire Canyon and Mountain Pass. In addition, a Yellow Eco shooting element has been added to the mix – making the task at hand that much more difficult. Fear not, however. I have the path that will get us to Gol and Maias Citadel in nothing flat – and there are a number of checkpoints to help us make it through. When we arrive at the end of the Lava Tube, we will need to activate the Yellow Sages Warp gate to let Samos and Keira through to the other side.

REACH THE END OF THE LAVA TUBE

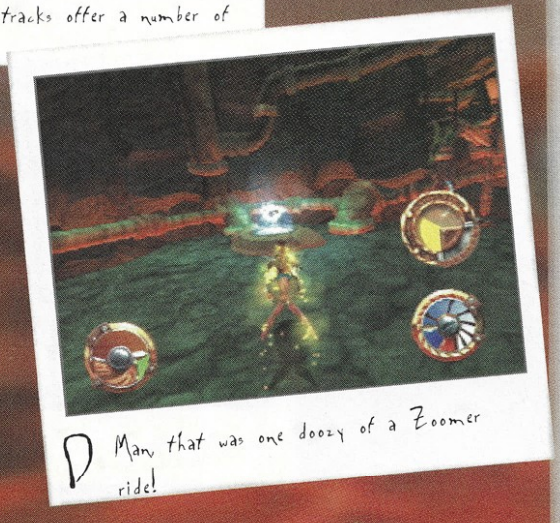


A Yes, Keira – I am your love slave.



B Shoot all five of these to open the door on the other side.

C The "roller coaster" tracks offer a number of different paths.



D Man that was one doozy of a Zoomer ride!

A The Lava Tube is accessed via the first mine cart track in Volcanic Rock, adjacent to the gondola. When we arrive at the Zoomer Trans pad in the Lava Tube, Keira will give us the scoop and then we are on our way. She has released a number of cooling balloons that will help keep the Zoomer's temperature down. In addition, Yellow Eco Vents are available to help us shoot the various Dark Eco carriers and bombs that we come across in the Tube.

B While there are a number of checkpoints in the Tube, we should have no problem making it to this circular arena. Here, we must use Yellow Eco to shoot all of the bombs spinning around on the structure in the middle of the room. Doing so will open the door on the far side of the arena.

C It is a little tougher to see Precursor Orbs in the Lava Tube than in other areas, and we must keep our eyes open for Scout Flies, as well. There are a number of different roller coaster style routes to take as we move through the Tube, so we will have to stay focused. If you miss a Scout Fly, don't worry about it. Once we have activated the Yellow Sage's Warp gate at the end of the Lava Tube, we can warp back to Volcanic Crater and make another pass at the Tube.

D At the end of the Tube, we will find the Zoomer Trans Pad and the Power Cell. Get off the Zoomer and take the Cell, then we will need to activate the Warp Gate to let Keira and Samos through. There's only one problem — Gol and Maia have captured the Green Sage! We'd better see what's up in the Citadel.

FREE 7 SCOUT FLIES 2

1. If we are missing a Scout Fly in the Lava Tube, you've come to the right place. It is really easy to lose track of these little guys down here, so I guess I'll need to help you out a little. Scout Fly #1 can be found just past a cooling balloon near the beginning of the Lava Tube — to the right of a stalactite.

2. The second Scout Fly can be found just after we jump across a large chasm — past the first steel crates that we come to.

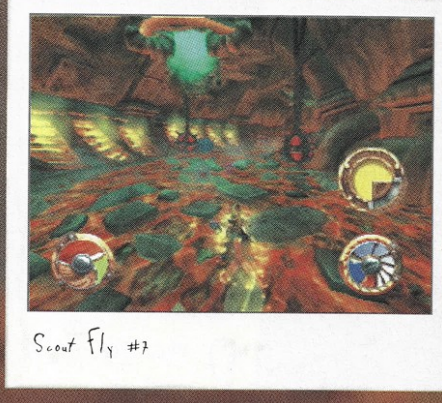
3. Scout Fly #3 is on a "roller coaster" track just after we go through the circular arena area where we have to shoot the five bombs moving in a circle to open the door.

4. The fourth Scout Fly is in the area after the first set of roller coaster tracks. This is where we first encounter the red bombs hanging from the ceiling and the Dark Eco crates that are on a rack moving them across the Tube.

5. The fifth Scout Fly in the Lava Tube can be found just past #4, before we reach the next section of roller coaster track.

6. Scout Fly #6 is just past the end of the second section of roller coaster track.

7. The seventh Scout Fly can be found just after a Yellow Eco Vent as we make our way toward the end of the Lava Tube.



Gol and Maia's Citadel

Charming Tranquility

GOL & MAIA'S CITADEL

SAGE ADVICE

Requirements for Entry:

73 POWER CELLS

PRECURSOR ORBS: 200

POWER CELLS: 5

1. Free The Red Sage
2. Free The Blue Sage
3. Free The Yellow Sage
4. Free The Green Sage
5. Free 7 Scout Flies

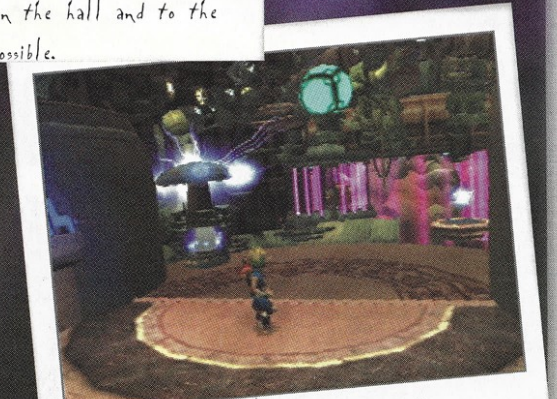
It all comes down to this. Gol and Maia have found the functional remains of a Precursor Robot and have added their own modifications. They are planning on using it to destroy the world and reshape it to their liking. They are using Dark Eco to power the shields around the Robot and have trapped the Green, Blue, Red and Yellow Sages to prevent them from using their powers to ruin their plans. If we can release the four Sages from their cages and make use of their powers, they can bring down the shield around the Precursor Robot and set the stage for our final battle against Gol and Maia in the Precursor Robot. The Citadel itself is a test of our platforming skills as we try to accomplish our tasks. It's time to finish this madness and get me back to my former, beautiful self – come on!

FREE THE RED SAGE 1

A Try to land over the Orbs — it's the only way we'll be able to get them without falling off the bridge.

B Hey Jak, this doesn't look so tough!

C Try to make it down the hall and to the switches as fast as possible.



D One down — three more to go!

A When we arrive in the Citadel, we will get the story from Samos, then we will need to cross over the large circular, rotating platform in front of us (don't forget the Scout Fly on our right) and work our way up the wood walkway to the right (the wood path to the left leads to the Yellow Sage). At the end of the walkway. Dive on the floor button to activate a colorful tile bridge that will allow us access to the center of the Citadel, where the Precursor Robot is housed. Pieces will fall out of the bridge based on color. If you land on a red tile, all the red tiles fill fall out, etc. We want to Double Jump and Spin across, and barely touch the bridge before launching into our next Double Jump and Spin — this holds true for all of the tile bridges that we must cross in the Citadel.

B In order to reach the next floor button and tile bridge, we will have to negotiate a series of rotating, circular platforms that have wedges missing from them. Just be patient and look for the solid parts and edges to get close to you. You might also notice that there is another Scout Fly on the wood walkway to the left of these circular platforms — it can be reached by jumping off one of the platforms when we get close. When we reach the floor button, we will also find another Scout Fly crate.

C After we have crossed this second tile bridge, we will enter a long hallway and a number of mini-Lurkers will attack. We need to make use of the Yellow Eco Vent to shoot as many as we can, while continuing to make our way up the path, toward the Red Eco Vent. We will need the Red Eco Vent because the mini's are endless and they emanate from three contraptions in the room at the end of the hall. While Jak is channeling Red Eco, we need to break the glass switches to all three to stop the Lurker flow. Once we do that, we simply need to clean up the remaining Lurkers to cause the door to open — allowing us exit out of the room.

D In the next room, we will have to cross some more rotating, circular platforms to reach the Red Sage. If we smash the glass switch in front of his cage, the shield will dissolve and the Red one will be free — free to use his powers in trying to get the Precursor Robot shield off-line. Oh, yeah — we'll also get a Power Cell and a Blue Eco platform will take us back down to the center of the Citadel.

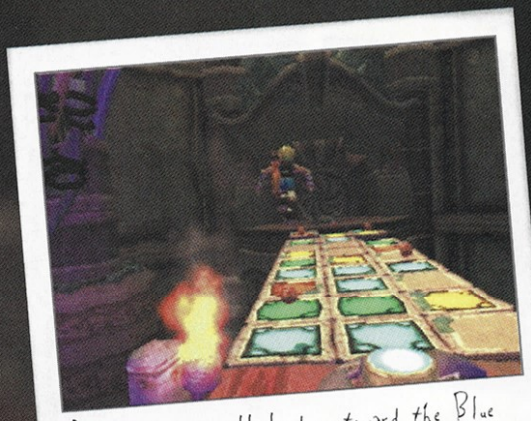
FREE THE BLUE SAGE 2

A The Blue Eco platform from the Red Sage cage area will take us back to the center of the Citadel. From this point, head to the right on the wood walkway until we find a floor button that will activate the tile bridge that will lead us to the Blue Sage.

B In the next area, we will find a number of floating and moving platforms, and rotating blocks that we can use to get across the area. Eventually, we will reach a Blue Eco Vent. Run through it to raise the blocks next to it, then quickly cross the floating blocks. We need to make sure we get through the next stretch as quickly as possible, as there is another Vent at the end of the run that will pour out Orbs if we are still channeling Blue Eco when we reach it.

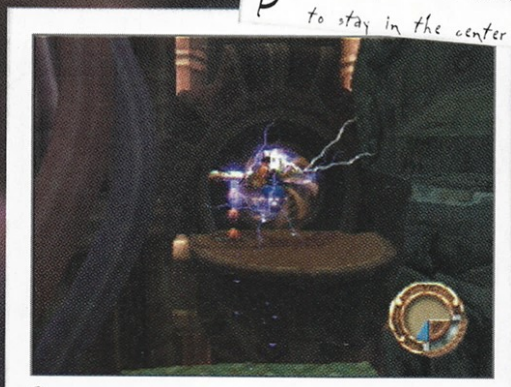
C In addition, we will find another Scout Fly along the way, just before we reach a series of square floating blocks with a vent breathing fire above. These blocks will lead to the Orb-spewing Precursor Orb Cache and the door that leads to the Blue Sage. Make sure that you watch the timing on the fire vent so that we can avoid the blast.

D Once we get through the door, we can hit the glass switch to set the Blue Sage free. We can then ride the Blue Eco platform back down to the center of the Citadel.



A That door will lead us toward the Blue Sage.

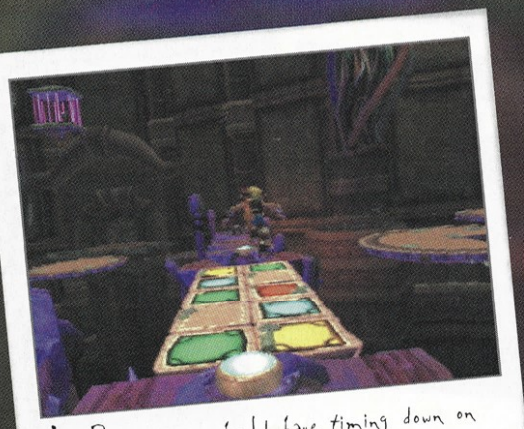
B These platforms are a little wobbly – try to stay in the center of them.



C We'll have to be quick off the blocks to get the Orbs!

D Two down – two more to go!

FREE THE YELLOW SAGE 3



A By now, you should have timing down on these puppies.

B Hey — who are we going to give these Orbs too, anyway?

C It's okay to ride a moving Launcher to snag a Blue Eco.

D Three down — one to go!

A The path that leads to the Yellow Sage can be accessed in two ways. We can take the left wood path that is reached by jumping off of the rotating circular platform at the entrance to the Citadel or by riding the Blue Eco platform down from the Blue Sage to the center of the Citadel, we can follow the wood walkway in front of the Precursor Robot around to the right, to the floor button and the tile bridge that lead to the rotating platforms that will take us to the Yellow Sage. Your choice.

B In order to make it to the Yellow Sage, we are going to have to negotiate a series of Precursor Launchers floating over a vast, dark space. But, before we do, we should use the Blue Eco Vent to activate the Precursor Orb Cache next to it, and snag the Scout Fly. Now, we can go through the Vent again and hit the first Launcher.

C The Precursor Launchers are pretty easy to negotiate — they are no different than the others that we have come across, with the exception that they are moving back and forth and in circles! Just make sure that we move quickly and keep our eyes on the next set of Launchers, as we don't want to run out of the Blue stuff. We will also find Orbs and more Blue Eco as we make our way across the vast void.

D On the other side, we will find the door that leads to the Yellow Sage's cage (you will notice a Precursor Orb Cache in front of it). After we have rescued Yellow, we will need to go through the Blue Eco next to him (floating over the Blue Eco platform), then back through the door to activate the clogged Vent and snag the Orbs. In addition, the rotating circular platforms to the right of the Blue Eco and BE platform lead to another Scout Fly!

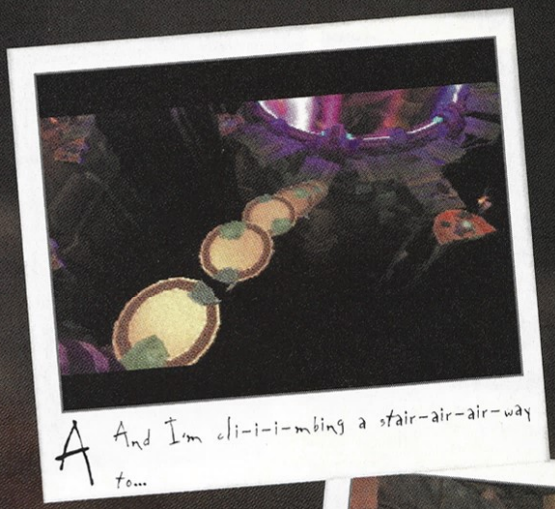
FREE THE GREEN SAGE 4

A Once we have rescued the Red, Blue and Yellow Sages, a platform bridge will appear that leads from the wood walkway around the center of the Citadel to the path that is going to take us to Samos. We need to find our way to the platform bridge and head up it.

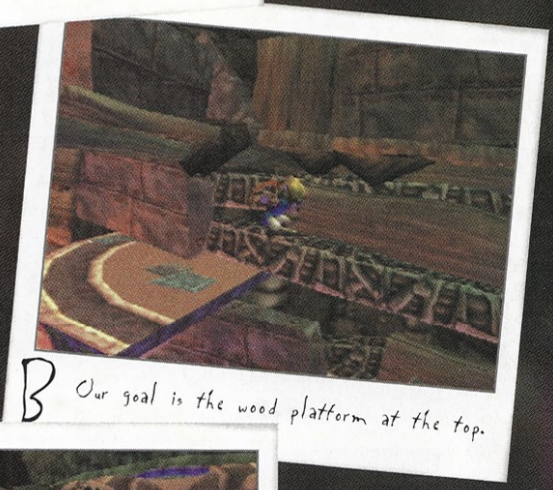
B The platform bridge will lead to a few rotating, circular platforms at the top. We need to work our way up them, then turn around and spy the steel steps that are on arms that come out of the structure that encases the Precursor Robot.

C We will have to work our way up these steel platforms to reach a wood walkway that follows the curve of the Precursor Robot structure at its highest level. On this walkway, we will find a number of Orbs and a Scout Fly.

D In addition, we will find the glass switch that will release Samos from his cage, and its corresponding Power Cell. Gol and Maia will then appear and will tell us that we are too late and that they plan to recreate the world via the power of Dark Eco. They climb into the Precursor Robot and head out of the Citadel. It's time to stop this madness. The door next to the glass switch will now open and we can go inside and activate the floor button. The floor will rise and we will find ourselves on the roof of the Citadel.

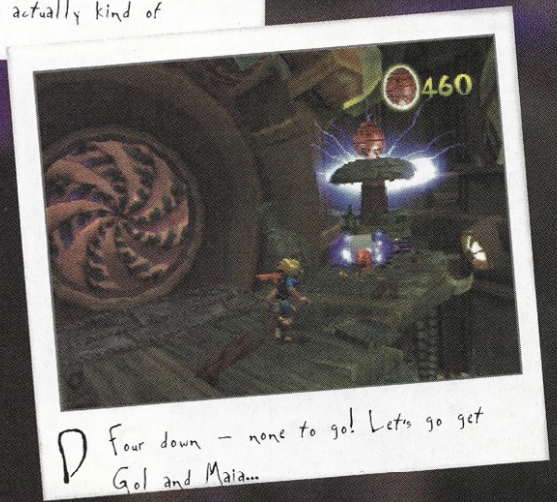


A And I'm cli-i-i-mbing a stair-air-air-way to...



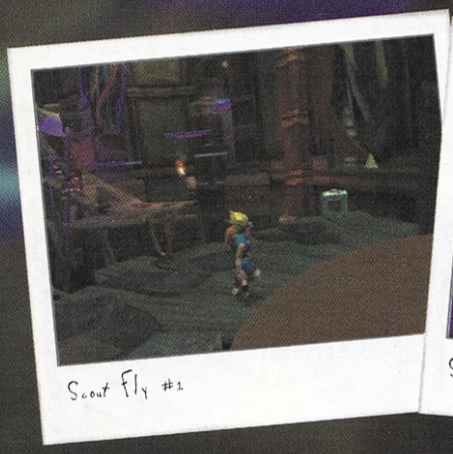
B Our goal is the wood platform at the top.

C You know — this is actually kind of convenient!



D Four down — none to go! Let's go get Gol and Maia...

FREE 7 SCOUT FLIES


Scout Fly #1

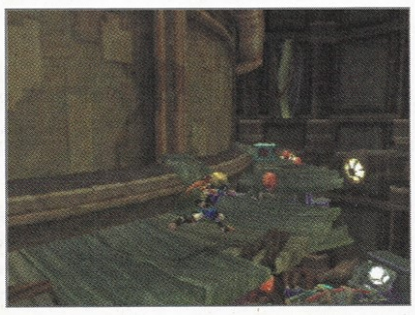
Scout Fly #2

Scout Fly #3

Scout Fly #4

Scout Fly #5

Scout Fly #6


Scout Fly #7

1. It is VERY easy to miss a Scout Fly in the Citadel. Since we don't want THAT to happen, follow my advice and we'll make sure that we capture them all. Scout Fly #1 can be found at the entrance to the Citadel, just inside the door in from the Lava Tube.

2. The second Scout Fly can be found to the left of the rotating, circular platforms on the path that leads to the Red Sage.

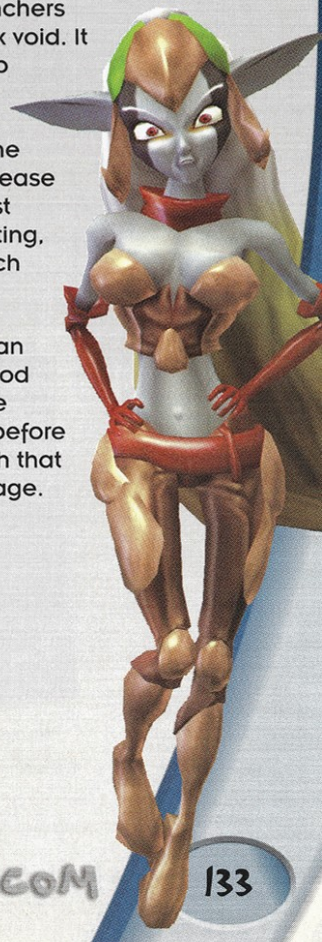
3. Scout Fly #3 is just past #2, at the end of the rotating circular platforms that lead to the Red Sage — right next to the floor button that activates the tile bridge.

4. The fourth Scout Fly is on the path that leads to the Blue Sage, just past the Blue Eco Vent and wobbly, square platforms in the path's main area.

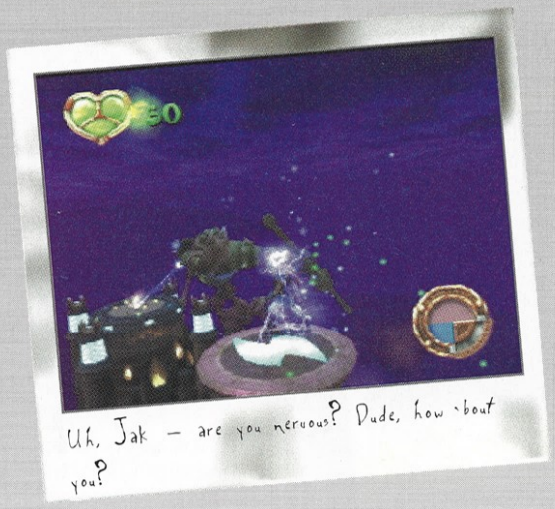
5. The fifth Scout Fly in the Citadel can be found on the path that leads to the Yellow Sage — just before we reach the Precursor launchers suspended over the dark void. It is next to a Precursor Orb Cache.

6. Scout Fly #6 is around the corner from where we release the Yellow Sage. We must head up a series of rotating, circular platforms to reach the SF.

7. The seventh Scout Fly can be found on the high wood walkway at the top of the Citadel's interior — just before we reach the glass switch that will release the Green Sage.



The Final Battle Against Gol And Maia



Uh, Jak – are you nervous? Dude, how 'bout you?

Once we arrive on the roof of the Citadel, we will find a number of chests containing different types of Eco. Use the Blue Eco to power the Blue Eco platform and we can ride it to the roof top of the silo where the final battle will commence.

That thing is big, mean AND nasty!

Gol and Maia are in control of the Precursor Robot and they are using a high-powered electrical beam to try to crack open the vast reserve of Dark Eco stored in this silo. There are a few things to notice on this roof — namely the Blue Eco Vent and Precursor Launcher, the Yellow Eco and a large Green Eco. We will need to make use of all of these. Let's begin the battle by running through some Yellow Eco.

Hey, somebody's gonna lose an eye with that thing!

Then, we need to take aim at the Robot's right eye (the one that is firing the electrical beam) — it only take a few shots to destroy it.

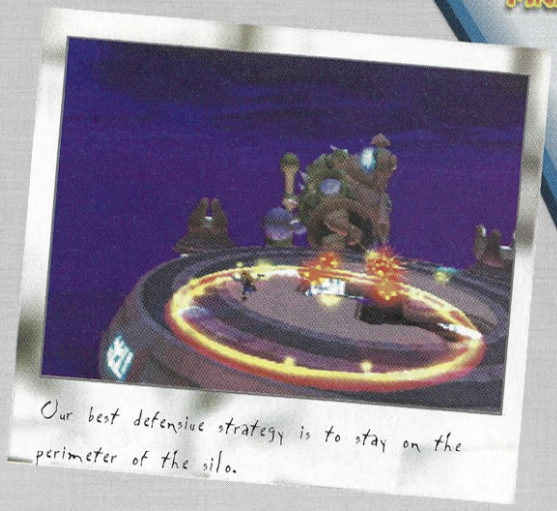
Once we do this, Gol and Maia will launch a bomb from the Robot and it will land on the middle of the roof — this is where the Blue Eco Vent and Precursor Launcher come into play. Quickly run through the BEV, then head to the PL. Now, wait for the bomb to begin to emit electrical energy, then launch. The bomb will explode and, as long as we are in the air, the battle will continue (if we are hit by one, the battle will begin again from its inception).

Watch for the electricity to come out of the bomb, then launch.

Keep moving and keep channeling the Yellow stuff.

When the bomb explodes, it will widen the gap that Gol and Maia are creating in the rooftop (which we can fall through, by the way) and then they will release a number of Dark Eco Lurkers. Run through the Yellow Eco (this is the only way we can get rid of them) and destroy all of the Lurkers, while running back and forth to keep Jak channeling Yellow Eco. Then, they will launch another bomb and we will have to run through the BEV and hit the PL a second time.

Gol and Maia will now release a series of fire balls onto the roof's surface. These will explode and the rings that they create can hurt us big-time. We will need to Jump over them to avoid the damage.

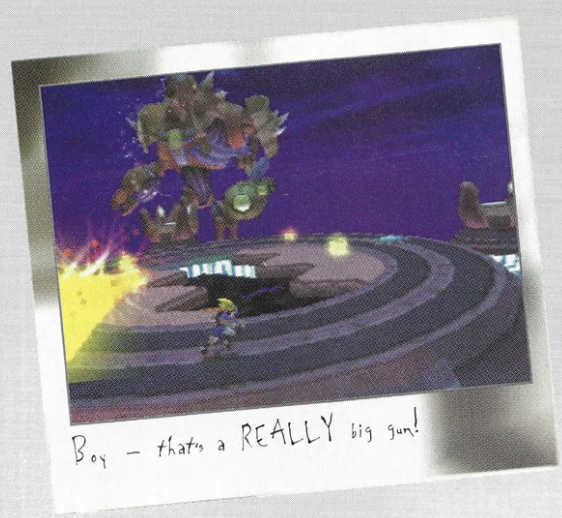


Our best defensive strategy is to stay on the perimeter of the silo.

Right back at you – buddy!

When we get a chance between sets of rings, we need to turn our attention back to the Robot. Make sure that Jak is channeling Yellow Eco and take direct aim at the Robot while in the third-person view. Fire at him until it takes another blow and receives damage. After this, the thing will get one more bomb off, so we will have to seek out the BEV and PL once again.

The gap in the roof will now be at its widest and all hope looks lost. But, we are true adventurers and know not the word "defeat". Gol and Maia will now use the PR to fire some energy blasts our way out of an arm-mounted "gun". Run around the perimeter of the roof to avoid them.



Boy – that's a REALLY big gun!

Not so tough now, are you – FREAKS!

Now, run through the Yellow Eco and take aim at the gun and destroy it (from the third-person point of view). This will effectively bring an end to the battle.

The power of the four Sages and Dark Eco will be combined and they will create "Light" Eco. All we have to do is run through one of the Light Eco and that will be the end of the Precursor Robot, and Gol and Maia will fall into the Dark Eco silo when the head of the Robot comes crashing toward the roof.

Just run through the Light Eco to end the battle.

THE AFTERMATH

A When the battle is over, the Sages will wonder aloud if Gol and Maia were truly destroyed and I will discover that I am going to remain an Ottsel for the immediate future.

B This wouldn't be that bad, if it were not for the budding romance between my beloved Keira and Jak. They go for the big smoocheroo, but I put it on ice.

C On the other hand, Jak and I do get to show everybody that we've got the moves as we bust out our break dancing skills!

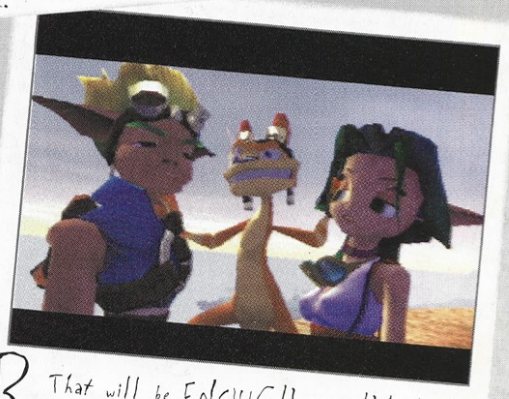
THE SECRET ENDING

D Oh yeah — how 'bout a secret? If we have 100 of the possible 101 Power Cells in the game in our possession, you and your loved ones will be treated to the game's secret ending — how cool is that? Of course, we will all have to sit through a bunch of names of people that seem to be involved in this adventure somehow. (The credits can be sped up after the Naughty Dog part by holding down the ⊗ button.) But, I don't recall meeting any of them along the way, do you? By the way... You did good, kid!

Peace — out,

Daxter

A Yeah, yeah — don't break your arm patting yourselves on the back.



B That will be ENOUGH of THAT!

C Can't touch this!

D To the victors, go the spoils — we are true adventurers!

U.S. $14.99 Can. $19.95 U.K. £9.99

Games/Action
Platform: PlayStation® 2 computer entertainment system

Are you prepared to be a

TRUE HERO?

All 101
Power Cells uncovered

Strategies for beating
Gol and Maia and the
Precursor Robot

Every Scout Fly located

Hard-to-find
Precursor Orbs exposed

Exclusive Artwork!

Jak & Daxter: The Precursor Legacy is a trademark of Sony Computer Entertainment America Inc. Created and developed by Naughty Dog, Inc. © 2001 Sony Computer Entertainment America Inc.

"PlayStation" and the "PS" family logo are registered trademarks of Sony Computer Entertainment Inc.

ISBN 0-7615-3689-2

PRIMA GAMES

Based on
a game
rated "E"
by the ESRB.

primagames.com®

The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.